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the TRAVELLERS' Digest

Number 20

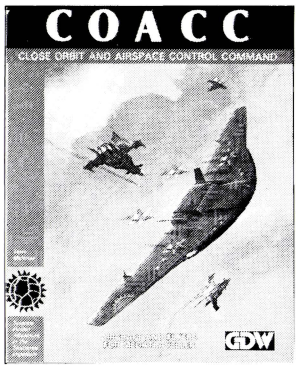
Classic Traveller Adventure:
An Act of Conscience

Two Complete Sectors:
Reft and Trojan Reach

Affordable Transport, Part 2:
Budget Grav Vehicles

2300AD Adventure:
Middlemen

Digest Group Publications



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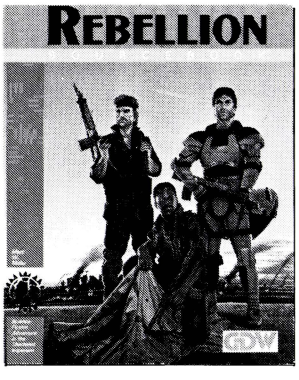

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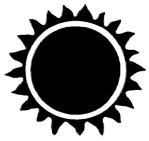

The Imperium began as a small pocket of scientific and technological innovation in a sea of primitive star systems. It reached out to eventually take over more than 10,000 systems. In the course of a thousand years, it fought countless wars and conquered countless races. But after that thousand years, the Imperium is old, tired, and strained at the borders by dissention and civil unrest.

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The boxed **MegaTraveller** set includes all three of these books, plus a poster-size map of the Spinward Marches. GDW: 0210. ISBN 0-943580-49-8. Boxed..**$30.**

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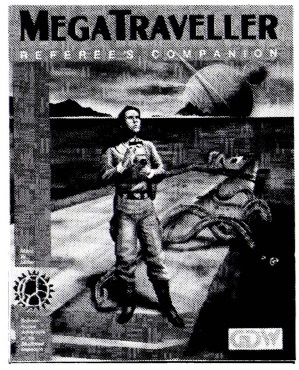

THE SHATTERED IMPERIUM

The time is the distant future. Interstellar travel is not only possible, but commonplace.

The ruling interstellar power is the Imperium, a large, human-dominated empire more than 1000 years old, encompassing 11,000 worlds in a region over 2000 light-years across.

But while the Imperium's thousand-year reign has created an illusion of strength and lasting power, continued expansion and internal pressure have combined to strain the Imperium's ability to govern to the limit. The thread that held the vast Imperium together has always been the emperor, the one individual to whom all Imperial citizens ultimately owe their loyalty.

Now the emperor is dead at the hands of an assassin, with no immediate heirs and no clear successors. The emperor's nephew claims the throne; so does his cousin. Even his assassin claims the throne. No one knows whom to follow; someone is following each of the claimants. Several border regions have lost faith in the Imperium and have declared their independence. A few neighboring interstellar powers, learning of the Imperium's internal chaos, have begun to advance into unprotected frontier provinces.

The Imperium has shattered...

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Against this background of star-spanning rebellion and splinter empires **Traveller** is set. Its role-playing game rules provide an entire universe to be explored. Players assume any role and any mission in the universe of the future.

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The situation is similar to Earth in the 18th century. Communication is limited by the speed of travel, setting the stage for adventure in a grand fashion with all the trappings of classic science fiction: star-spanning empires, huge starfleets, interstellar merchants (and interstellar pirates), complex diplomatic maneuvers, and larger-than-life heroes, heroines, and villains.

Traveller is the name of the overall game. **MegaTraveller** is the name of this rules set, and is used to differentiate it from the 10 years of development and earlier editions that preceded it.

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An Act of Conscience

"However widely our remote ancestors were scattered across the parsecs, we, their descendants, remain human in all our variations. There are some relatives we can be proud of, and some we can't."

— Akidda Laagiir, from "Diplomacy and Prejudice" in the *Travellers' Digest*, 1117

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Digest Group Publications products are available through these overseas distributors:

Canada: Andromeda Publications, 2113 Dundas St. West, Toronto, ON M6R 1X1, Canada; L'Avenir International, 4980 Buchan, Suite 101, Montreal, PQ H4P 158, Canada; TD Imports, 47 Stradbrooke Pl. S.W., Calgary, AB T3H 2A3, Canada; Welcan Distributors, 406-12914 Anvil Way, Surrey, BC V3W 8E7, Canada.

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West Germany: Fantastic Shop, Konkordiastraße.61, Postfach:21 01 65, 4000 Düsseldorf 1, Federal Republic of Germany.

Spain: Jocs & Games, C/Muntaner, 193, 08036 Barcelona, Spain.

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Digest Group Publications

The offices of the *Digest* are located on Deneb in Deneb Sector of the Imperium.

The publishing date of this issue is July 1990. The *Travellers' Digest* is published quarterly by Digest Group Publications and is devoted exclusively to **Traveller***, **MegaTraveller*** and **2300AD***.

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1 2 3 4 5 6 7 8 9 10

Address editorial comments to:
TD Comments
Digest Group Publications
8979 Mandan Ct.
Boise, ID 83709-5850

The *Travellers' Digest* is available quarterly at an individual price of $4.95. One year subscriptions are $18.00. Foreign air mail subscriptions (outside the USA or Canada, but not to APO or FPO addresses) are $26.00 a year. Mail subscriptions (in US funds drawn on a US bank) to:

The Travellers' Digest
Digest Group Publications
8979 Mandan Ct.
Boise, ID 83709-5850 U.S.A.
Phone: (208) 362-3094

Editors: Gary L. Thomas, Joe D. Fugate Sr
Associate Editors: Nancy Parker, Robert Parker
Art Director and Associate Editor: Rob Caswell
Technical Editor: Deb Zeigler
2300AD Editor: Lester Smith
Contributing Editor: James Holden
Production Manager: Patricia Fugate
Playtest Coordinator: Tom Peters
Publisher: Digest Group Publications

Artists in this issue (in Alphabetical Order):

David Deitrick — pp. 44, 45
Joe D. Fugate Sr. — pp. 28, 31
Patricia Fugate — pp. 4, 5
Malcom Hee — pp. 51, 54
Mike Jackson — pp. 1, 6, 9, 10, 12, 15, 16
Steven Longpre — pp. 39, 40
Robert Parker — p. 25
Tom Peters — pp. 20, 21
Donald Riney — pp. 42, 43
Mike Weaver — Cover, p. 27

Editors' Digest

FROM THE DESKS OF GARY L. THOMAS AND JOE D. FUGATE SR.

How about that — here's Digest Number 20 in your mailbox or store, and the ink on number 19 is hardly even dry. What gives? Well, issue number 19 was about 8 weeks late, so we've worked hard putting ourselves back on schedule with issue 20. Issue 20 is back on schedule, coming out the first of July. Look for issue 21, the grand finale issue of the *Travellers' Digest,* exactly one quarter later, this October.

ENTER: THE MEGATRAVELLER JOURNAL

What? The last issue of the *Travellers' Digest?* Yes, that's right. With issue 21, the Grand Tour we started with issue 1 of the *Digest* will be over. Meanwhile, the 2300 section continues to pull in abysmal ratings in our survey sweepstakes, and the 1989 survey vote to keep or pull the 2300AD section, while surprising, was far from decisive (it was split 50-50).

Given this and other developments, we have decided the time has come to take a new direction with our magazine: focus solely on MegaTraveller, and re-orient the magazine content toward the details that matter to characters. We aim to turn the *Digest's* approach "inside-out," if you will. See the ad in this issue for more details on the new *MegaTraveller Journal.* Those of you with subscriptions will get the balance of your subscription as issues of the *MegaTraveller Journal.* Our hope is the new *Journal* will give you even better coverage of our favorite roleplaying game.

TO OUR 2300AD READERS ...

As we promised in Issue 18 of the *Traveller's Digest,* the 2300 section is staying in for the duration of the *Traveller's Digest* run (that is, through issue 21), but once the new *MegaTraveller Journal* starts up, Digest Group has no further plans for 2300 support. Sorry, guys, but we regret to say, with our focus being exclusively MegaTraveller in our new magazine, the 2300 section no longer fits into the picture.

If the only reason why you subscribe to our magazine is for the 2300AD section, then let us know. We'll refund your money for any issues you have left over after *Digest 21* comes out.

WHAT'S UP ON THE PRODUCT FRONT

Some products are right on schedule, others (surprise, surprise!) are behind. On the ones that are behind, we misjudged what resources we had available to work on these projects, plain and simple. But rather than just slap something together to keep you happy, we're determined to take our time and make sure we do it *right.*

On schedule (more or less) ...

• ***Manhunt (Onnesium Quest Trilogy, vol 1):*** The first in a trilogy of adventures where the player characters seek out the fabled Victory Belt, a mythical planetoid belt of untold wealth in onnesium-118. A GenCon '90 release. 56 pages, $8.95.

• ***Flaming Eye:*** A follow-on adventure product for *Vilani and Vargr.* If you aren't completely sure how to play MegaTraveller aliens, here's a product to help you learn how. A GenCon '90 release. 56 pages, $8.95.

• ***Solomani and Aslan (Aliens, vol 2):*** On schedule for a fourth quarter '90 release. If you've seen Vilani and Vargr, then you can look forward to this volume being more of the same kind of detail about still more MegaTraveller aliens: the Solomani and Aslan.

In the works, but no definite release date ...

• ***Robots and Cyborgs:*** Updated robot design rules for MegaTraveller, plus new rules for creating cyborg characters. Also incorporates *101 Robots,* with new art.

• ***Starship Operator's Manual (vol 2):*** More information on jump drive physics, annual maintenance, skill certification, acquiring used starships, and alternative drive systems. Includes copious details of the 100-ton Scout-Courier and its many variations.

• ***Grand Explorations:*** Going beyond charted space into the great unknown. Includes new rules on exploratory missions and colonization as well as a new world generation system for star systems beyond charted space. Also incorporates four adventures to give the referee ideas on how to run exploratory adventures in MegaTraveller.

Behind schedule ...

• ***Black Duke:*** We've all agreed on a working outline (finally). Writing is now underway.

• ***World Builder's on Computer:*** The software was partially done and went back to drawing board for redesign. Trust us: the wait will be worth it!

• ***Second Survey on Computer:*** Roughly half of the 37 sectors of data has been updated to the current Imperial date of 1120. Once the other half has been updated, this will be released. Again, you will be glad we took the extra time to make sure this data is right!

I DREAM OF GENIE

If you are not on the GEnie computer network, you are missing out on an opportunity to talk with the DGP staff, GDW staff, and some of the more famous freelance Traveller authors (like Terry McInnes, author of *COACC* and several *Challenge* and *Digest* articles) — not to mention getting in on interesting discussions with the premier Traveller fan organizations like the History of the Imperium Working Group (HIWG). Call 1-800-638-9636 for the details about how to join GEnie and get in on all the excitement. •

AKIDDA LAAGIIR, JOURNALIST

STATS:
858AAB age 51 8 terms Cr 21,000
Interview-5, Streetwise-3, Grav Vehicle-1, Wheeled Vehicle-1, Admin–1, Brawling-1, Computer-0
Holocrystal Recorder
Starport A, Large, Dense Atm, Wet, High Pop, Mod Law, High Stellar
Born: 319-1059

Position: Current recipient of the *Travellers' Digest* Touring Award.

Akidda Laagiir started at age 18 as a copy boy with the *Mora World Review*; his friendly face and ability to gain the trust of others contributed to his steady career progress.

Living on Mora, with its charismatic dictator, the Duchess Delphine the Matriarch, is sometimes a trying experience for any journalist, which may explain his occasionally iconoclastic actions. He is slightly prejudiced against "the system", preferring fresh ideas and fresh ways of doing things. This boldness (especially in interview situations) has also contributed favorably to his career.

His admin skill was learned while moving up the ranks, but it is a skill that he would just as soon not need: he much prefers cutting through to the heart of a situation. While he is sensitive to the needs of others, he has a well developed self-preservation instinct that allows him to quickly adapt to a strange locale or culture — a skill that has saved his neck on more than one occasion.

Like most writers, he is consumed with curiosity, and when the *Travellers' Digest* journalism contest was held again in 1098, he was among the first to apply. His piece was entitled "The Imperial Frontier: The Next Millenium". In it, he discussed the spinward frontier sectors of Deneb, Spinward Marches, Trojan Reach, and Reft as well as their role in shaping the growth of the Imperium in the next 1,000 years. On 258-1099, he received the announcement that he had won the coveted *Travellers' Digest* Touring Award.

Akidda has been travelling and submitting articles of his travels for over seven years.

Roleplaying Notes: Akidda's strong interview skill indicates he has a real nose for a good story: to play him otherwise would be untrue to his character. His natural curiosity makes him likely to pursue "trouble" rather than run from it.

The counterbalance to Akidda's tendency to seek out such trouble is his streetwise skill, which enables him to lessen the harmful results of an otherwise awkward situation. His streetwise skill may enable him to "stumble" onto a valuable source of information the others would overlook.

Keeping this in mind, the referee should use the NPCs encountered by Akidda as those with the most valuable information to the group, as a result of Akidda's abilities. Akidda's phenomenal interview-5 skill gives him tremendous insight when dealing with people.

DUR TELEMON, EX-SCOUT

STATS:
A7A85B age 43 6 terms Cr10,000
Auto Pistol-3, Survival-2, Pilot-1, Grav Vehicle-1, Engineer-1, Gambling-1, Brawling-1, Computer-1, Vacc Suit-0
Auto Pistol
Starport A, Large, Dense Atm, Wet, High Pop, Mod Law, High Stellar
Born: 038-1068

Position: Ex-Scout (on reserve status).

Dur Telemon was *born* into the Scout Service. His father was in the Scout Service while Dur was growing up, and both of his grandfathers had served in the Scouts in their younger days. Dur enjoyed nothing more as a boy than to sit and listen to their tales of adventure.

The Fourth Frontier War broke out when Dur was a teenager — his father's service in the war was a source of pride for the entire family and deepened Dur's love for the Scouts.

Dur's individualistic nature meshed well with his duties in the Exploration Office of the Scout Service. In his first term, a "routine" mapping expedition on Pannet/Rhylanor suddenly turned into a hostage rescue operation, and it was then that Dur happened to save Dr. Krenstein's life. Neither of them is overly emotional about it, but it was that initial chance encounter that grew into a respect and friendship between the two men over the years.

Dur's second and third terms were spent in District 268 and Five Sisters Subsectors doing various planetary surface and orbital surveys. During these surveys, Dur learned much about staying alive and living off the land in unusual environments. Halfway through his fourth term, he was transferred from his field post in the Exploration Branch to a bureaucratic position in Fleet Support.

Dur has resigned from the Scouts and has been travelling with his uncle, Akidda Laagiir.

Roleplaying Notes: Dur is the brash adventurer of the group and as such he is the least likely to fear physical confrontations or physical discomfort. He is also the most likely of the group to act without giving due consideration to the consequences. He has genuine concern for others and is the most likely to risk his life to save someone.

DR. THEODOR KRENSTEIN, SCIENTIST

STATS:
485FCB age 67 12 terms Cr 300,000
Robotics-5, Leader-3, Electronics-2, JOT-2, Laser Rifle-1, Grav Vehicle-1, Medical-1, Mechanical-1
Hand Computer (TL15), Electronic Tool Kit,
Robot AB-101
Starport A, Small, Vacuum Atm, Wet, High Pop, Mod Law, High Stellar
Born: 173-1043

Position: Graz Redniz Chair of Computational Robotics at Rhylanor Institute of Technology — on sabbatical leave.

Dr. Theodor Krensteim is a gifted, multi-talented scientist, with interests from anthropology and archaeology to xenology and zoology, including most of the "ologies" inbetween.

Born on the planet Rhylanor, he entered the Rhylanor Institute of Technology at the age of eighteen, eventually receiving advanced degrees in computer science and roboticsl. He went on to serve three terms as Dean of the School of Robotic Science at RIT, after which he was appointed to the Graz Redniz Chair of Computaational Robotics, a prestigious and coveted position He is the author of 12 holocrystal publications and over 100 articles in technical and scientific journals, in addition to holding more than 250 Imperial military patents for his inventions and robotics work. Despite his academic success, he has become bored with what he has been doing, and realizing his age, took an extended sabbatical from teaching in order to make forays through Deneb Sector.

Among his many pursuits, Dr. Krenstein has aided the Scouts in developing robots for planetary surface surveys. During a test in 1090 on Pannet/Rhylanor, members of a disgruntled anti-technist group kidnaped Dr. Krenstein and threatened to kill him if the Scout Service didn't meet their demands. A young Scout named Dur Telemon was part of the all-volunteer raiding team that finally freed Dr. Krenstein; in fact, Dur was the first to reach the doctor.

After this incident, the doctor constructed his servant, bodyguard and experiment in synaptic learning, "Aybee".

Dr. Krenstein has been travelling with Dur Telemon and Akidda Laagiir since their chance meeting five years ago.

Roleplaying Notes: Dr. Krenstein, the "Mr. Fix-it" of the group, contributes valuable analytical skills. Together with Aybee, the doctor may contribute unusual insights Dur or even Akidda might otherwise overlook.

The doctor is slightly mischievous in the manner in which he conceals Aybee's true robotic nature — a source of much fun if roleplayed completely. The doctor seeks new experiences and knowledge for both his robot and himself, so he will pursue adventure suggestions readily.

Keep the doctor's age in mind — he is the least able of the group physically, although Aybee helps to make up for this.

AYBEE WAN OWEN

APPARENT STATS:
8D9C7B age 19 0 terms Cr 0
Medical-1, Linguistics-1, Grav Vehicle-1, Laser Welder-1
Starport A, Small, Vacuum Atm, Wet, High Pop, Mod Law, High Stellar
Born: 049-1081

Actual Pseudobiological Robot Profile:
Constructed in 1091 by Dr. Theodor Krenstein
561x2-A2-PM327-FDC7(J) Cr11,970,600 319kg
Fuel=78.1 Duration=21.7 TL=15
7/17 (Jack)
Head (10%), 2 Lt arms
2 Eyes (+1 light intens), 2 ears, voder, touch sensors
Pwr int, brain int, TL 15 holo recorder, Lt laser welder
Medical-1, Linguistics-1, Grav Vehicle-1, Valet-1, Laser Welder-1, Rescue-1, Emotion Simulation

Position: Personal servant and protégé of Dr. Krenstein.

AB-101, or "Aybee", is a pseudobiological robot designed and constructed by Dr. Krenstein. Aybee's apparent UPP is what Dr. Krenstein wishes Aybee to project to others based upon his programming (he is actually capable of much greater values); his intelligence and education are estimated from his computer hardware and software; and his social class is based upon his position as a knight.

Although Aybee's programming gives him certain basic abilities, he lacks true artificial intelligence and thus can make errors in judgment; in abstract situations, this effectively lowers his true skill level. Aybee's "weapon" is a light laser welder, built into his right arm. Many Imperial worlds specify standards for robot-installed weapons, and Dr. Krenstein has designed Aybee so that his arm (ostensibly used only as a tool) can pass inspection by officials, since laser welders are generally not restricted by local law levels; however, voice override controls allow Dr. Krenstein to use Aybee as a weapon at short range.

Roleplaying Notes: Without a doubt, Aybee is the most unusual of the quartet. He is also the most difficult to roleplay effectively.

Aybee is the most valuable piece of equipment the group has. He can record situations in 3-D holograph form (10 minutes' worth, after which it is relegated to 2-D storage), then play them back for future study at the group's leisure. He will quietly observe a situation and report his findings to the doctor, keeping the doctor's safety as his priority.

Aybee is a good source of logical analysis, although his conclusions lack deep creativity. Play him as a naïve, knowledge-hungry character who is learning what his value system ought to be (somewhat like an adolescent child). He should make errors in judgment when a situation relies heavily on a knowledge of human nature.

Strangers who find out that Aybee is a robot may react negatively (increase the difficulty of any interpersonal task one level). Most will never suspect from casual observation that Aybee is nothing but a machine.

To determine Aybee is a robot at close (1.5m) range:
Difficult, Robotics, Interview, 2 min
Referee: Roll once during the first encounter. Thereafter roll daily if the character constantly spends extended periods of time near Aybee. Otherwise, ignore this task — there is no chance for detection.

Aybee's power plant is a closed hydrogen/open oxygen fuel cell. Aybee carries his own hydrogen supply, but the hydrogen is oxidized by oxygen from the air. Aybee is thus much like a true human in this respect — if he loses his oxygen supply, his power plant will not function. After an accident at the Shudusham Robotics Conference, Krenstein installed a half-hour supply of oxygen for emergencies. Aybee's fuel cell produces a harmless waste by-product which must be eliminated from time to time: pure water.

An Act of Conscience

ADVENTURE NUMBER 20
—by Tad Ringo and Ian McKinney

INTRODUCTION

This adventure takes place on worlds in and near the Florian League, a human client state in Trojan Reach Sector. It deals with a robot that has attained sentience as he and his travelling partners encounter a society that uses slaves.

Dates: All dates in this adventure correspond to the Imperial calendar. The starting date of this adventure is 97-1111. *Place:* The adventure begins at the down starport on Halka, an agricultural world in the Florian League (Trojan Reach 0510).

Non-Player Characters

Kellendrian Darkavar, ex-Scout

8A8A67 age 38 5 terms
Cr50,000
Ship Tactics-3, Auto Pistol-2, Engineering-2, Recon-2, Brawling-1, Grav Vehicle-1, Gunnery-1, Navigation-1, Pilot-1,
Starport A, Small, Thin Atm, Wet, High Pop, Mod Law, Average Stellar

Kelle is a friend of Dur's from their time together in the Scouts. She and Dur had a brief romance at that time, and there is still a mutual attraction. Kelle has just left active service, and has struck out on her own. She is dabbling in free trade enterprises to see if the merchant's life might be of interest. She is not shy or passive; she acts on her convictions and is quite willing to take on a leadership role if the position needs to be taken.

Alyssander Halkan, native

798833 age 22 0 terms
Cr100
Herding-1, Steward-0
Starport B, Large, Std Atm, Wet, Mod Pop, Mod Law, Early Stellar

Alyssander is a member of the albino human race native to Halka. He has worked as a farm hand most of his life. He is seeking transportation off-world because many native Halkans have been kidnaped into a growing black market slave trade, and he fears black marketeers may be after him. Alyssander is naive about the ways of the world outside of herding and farming, but has a stoic resolve to maintain his freedom.

Anton Vorkash, industrialist

A65989 age 54 9 terms
Cr50,000,000
Administration-4, Bribery-3, Carousing-2, Leader-2, Persuasion-2, Auto Pistol-1
Starport A, Small, Dense Atm, Wet, High Pop, Low Law, High Stellar

Anton Vorkash is the Vice-President of Vorkash Manufacturing, a corporation involved in mining operations in and around the Florian League. His main concerns are the increase of his wealth and status, and he is unscrupulous in their pursuit. As well as being a braggart, he is a physically huge man, and he uses his imposing physique to bully others in business affairs. Vorkash sees the Imperium as his ticket to acceptance into the upper (noble) class of Florian society.

Olanda Truitt, merchant broker

566D85 age 50 8 terms
Cr1,000,000
Bribery-4, Broker-4, Streetwise-3, Administration-2, Computer-2, Forgery-2, Pilot-1, Grav Veh-1
Starport B, Large, Std Atm, Wet, Mod Pop, Mod Law, Early Stellar

Olanda Truitt is the brains behind the black market on Halka, and is directly involved in organizing the growing slave trade. She was once a free trader, but a major subsector-wide merchant line drove her out of business. She turned to brokering to make a living, and vowed no one would ever have that kind of power over her again. She is very intelligent, but cold and calculating. She is quite at ease in her black market dealings, mainly because she feels she is in complete control.

REFEREE'S SUMARY OF NUGGETS

1. An Eye-Opening Experience is the opening dialogue, which introduces the characters to the situation on Halka.

2. The World of Halka gives library data on the world.

3. An Old Friend: Dur finds a friend from the Imperial Scouts in port with a ship.The characters arrange to help crew her ship back to the Spinward Marches.

4. Something Rotten on Halka: Before the characters move their belongings onto the ship, they escort Dur's friend to a vineyard in the countryside to pick up a small cargo. At the vineyard, things don't appear to be right even for Halka. The owner is, unbeknownst to the characters, selling his workers to a broker involved in the slave trade.

5. A New Friend: The characters return to their ship, and as they prepare to leave, they are approached by a native Halkan who wishes to travel off world. Kelle agrees to take him to their next destination.

6. Travel Permits? What Travel Permits?: The characters are stopped in orbit by a customs patrol. They do not have the required permits to transport a native Halkan off world, and are arrested on suspicion of dealing in slaves. Their ship is taken back to port and the characters are taken to the startown jail.

7. Lock-up: The characters spend some time in jail waiting for trial. From the defense attorney they learn of the laws affecting native Halkans and their transport, along with an explanation of the world's troubles in cracking down on the black market.

8. Their Day In Court: Each of the characters, in turn, is required to tell his side of the story to the judges. They are released.

9. Abduction: The Halkan is kidnaped by thugs and the characters pursue them in a wild grav vehicle chase through the city. The thugs get away.

10. Finding A Lead: The characters begin an investigation to discover the destination of the thugs. Some good investigative work turns up some leads, all of which point to the starport and the broker.

11. Off to See Olanda: The characters interrogate the broker about the thugs and the fate of Alyssander. She claims to have no knowledge of these events, but the characters might notice an invoice on her desk from a ship named *Adhara Lady* (a clue that matches earlier leads). Nuggets 12-16 are options which could be pursued from this point.

12. Search For the *Adhara Lady:* If the characters look for the ship at the port, they are just in time to witness the thugs dragging their friend on board. The ship departs for jump point. Nuggets 13 and 14 are options at this point.

13. What Goes Around, Comes Around ... Doesn't It?: If the characters report the *Adhara Lady* to customs agents in an attempt to catch the kidnapers, the ship is searched by the patrol, but no violations are found and the ship goes free.

14. Chase to Jump Point: The characters can attempt to stop the kidnapers' ship by force before it can jump out of the system, but this fails, with serious legal consequences.

15. Remaining on Halka: If the characters fail to act on their own, hired strongarms "encourage" them to leave Halka, inadvertently spurring the characters into action.

16. Jumping to Adhara: If the characters jump to Adhara, they have followed a false lead. Nothing here connects with the kidnapers.

17. The World of Viceroy is library data on the world to which the kidnapers were fleeing. These data should be given to the players any time they ask about Viceroy.

18. Gaining a Foothold: The characters arrive in the Viceroy system (Viceroy is a company-owned mining world two parsecs away from Halka, and not a member of the Florian League), and encounter resistance from the starport until it is revealed that the characters are Imperial nobles.

19. Rumors: The characters mingle with off-duty workers and discover that Halkan slaves are used in the mines. This can lead to Nugget 20 or Nugget 29.

20. Meeting With Vorkash: Vorkash tries to impress the characters, and reveals that he keeps holorecordings of all his business meetings. He also invites the characters on a tour of the mines.

21. Break-In: The characters can break into the offices and take the holocrystals which will incriminate Anton Vorkash in the slave trade.

22. Back at the Office: If a break-in was not attempted, this is the characters' chance to get the holocrystals from the office before they tour the mines.

23. Tour Down Under: The characters proceed to a guided tour of the mines.

24. Some Time Alone: Vorkash is called away, and the characters are left unattended in the elevator, giving them a chance to use a computer terminal to locate their friend.

25. Into the Mines: The characters head into the mines to get Alyssander. One of the characters must assume the identity of a Vorkash employee in order to avoid questions.

26. Up the Shaft: The characters race back to their ship with Alyssander as a full-scale search tries to stop them. Alternatively, they may try to take all the slaves in sight and steal a cargo ship to carry them home.

27. Blast Out: Kelle uses the ship's turret armament to blast open the docking bay doors. The characters then head for a safe distance out from the planet to engage the jump drive, as they are pursued by a patrol ship.

28. Calling for Help: If the characters go back to Halka with new evidence, they can bring back a rescue mission for all the slaves. This leads to Nugget 30.

29. Back at Halka: By following the characters' ship to Halka, Vorkash makes a final futile attempt to prevent them from turning the holocrystals over to the authorities. Halkan system defense craft neutralize the attack and take Vorkash into custody.

30. Clear Conscience: Turning the evidence over to authorities on Halka shuts down the black market slave trade. The authorities apprehend Vorkash and Truitt, and the characters' ship is repaired as a reward. The characters are free to head home to the Spinward Marches.

1. AN EYE-OPENING EXPERIENCE
(Opening Dialogue)

"I'm sorry to see you fellows leave," said Captain MacLean. "Doubt if I'll ever again have such a distinguished crew." Amid a jumble of goodbyes and thanks, MacLean disappeared up the ramp into the *Liberty*, the 600-ton merchant ship that Dur, Akidda, Aybee, and Dr. Krenstein had served on in exchange for passage for the last few weeks.

"The Spinward Marches are less than a subsector away from here!" said Dur, his eyes alight. "My old Scout Service stomping grounds are right on our way home."

"Not very far past that and we'll *be* home," said Krenstein.

"Well, why don't we put some energy into getting there instead of standing around here talking about it," said Akidda. "I guess we should check the ads for working passage ..."

"Don't get too carried away, Kidd. I figure we can leave our bags in a hotel first." Dur clapped his uncle on the shoulder and picked up his own bags. "Right this way, gentlemen!"

Dur jumped out ahead with a spring in his step. "This is certainly a different mood than we've seen Dur in recently," said Aybee.

"I'll say it is," said Akidda. "Say, Dur, what's gotten into you? What happened to 'Oh, I'll just get stuck in a desk job when we get back'?"

Dur slowed down a bit to match his friends' pace. He lowered his voice conspiratorially. "I just have the feeling all of a sudden that anything could happen. After all," he said, "it's a whole new planet!"

"But Dur," said Aybee, "we've been on new planets before ..."

"It's an old Scout expression, Aybee. Like 'it's a whole new gravball game'. Same thing."

"Even so," said Krenstein, "I hope we can leave the system more easily than we entered it."

"There's a nice-looking place on your left, Dur."

The foursome turned into the Halka Down Port Hotel and started checking in at the counter. "Say, you couldn't tell us anything about why your planet is so heavily patrolled, could you?" Akidda asked the desk clerk as he signed his name. "Our freighter was practically stopped twice on the way in to the starport!"

"It's nothing to worry about, sir. The native Halkans were slaves and servants until just recently, when they won their freedom with help from the planetary government and the Florian League. A very minor group of black marketeers continues to defy the law by attempting to sell Halkans to off-planet interests. That's the reason for the blockade. Now that the Halkans have full citizenship, both governments are trying to safeguard their rights."

"The Halkans are a minor human race, if I'm not mistaken," said Krenstein.

"How could any human view another human as so inferior that they could be bought and sold as property?" Aybee said intensely.

The clerk looked somewhat startled, but recovered, "It certainly is a shame, sir."

"Come on, Aybee, let's go find our rooms," said Akidda, steering the robot toward the elevators and leaving a bemused Dr. Krenstein to follow in their wake.

Alone in the elevator, Aybee spoke up again. "Dr. Krenstein, what do you think of all this? Doesn't it seem wrong to you?"

"Well, yes it does, Aybee ..."

"Then why didn't you say anything?"

"Sometimes it's better not to say anything about so emotional an issue, Aybee, especially around people we don't know," said Akidda. He shifted his grip from Aybee's elbow to his shoulder. "But I for one was glad to hear you say what you did."

There was a small silence, and then the elevator doors opened. The four companions stepped off the elevator as Krenstein said, "The slave issue on Halka is an isolated case, Aybee. It's a very rare problem within the Imperium."

"Perhaps the problem is more widespread than you think, Doctor," said Akidda. "There are many similarities between the attitudes of black marketeers here on Halka and the attitudes of many Imperial citizens toward robots and androids. For example, even though androids are officially regarded as citizens of the Imperium, individual worlds within the Imperium are allowed to treat androids as property."

"If humaniti can still take this attitude, then what chance have I got?" questioned Aybee.

No one had an immediate answer to that. Then Dur put his arm around Aybee's shoulders.

"Don't worry, Ayb. You've got us."

After a moment, Aybee smiled. "Thanks, Dur."

2. THE WORLD OF HALKA

(Characters' Background, Library Data)

Halka (Trojan Reach 0510 B865544-A) is a member of the Florian League, a human client state just a subsector away from the Spinward Marches. It occupies the ninth orbital zone around a giant M9 size III star. A total of seven planets, 12 satellites, and one asteroid belt occupy the system. Halka is the only world of these that is habitable. Roughly 12,000 kilometers in diameter, it has a standard atmosphere, and its surface is evenly divided between water and land masses. Halka is a prime example of an agricultural world.

Few areas on Halka are very far from the sea. There are many peninsulas both large and small along the coast. Generally, grain crops are grown in the plains, while the peninsulas yield fine fruit from which widely-exported wines are made. Native livestock is also raised on the planet.

The down starport is an excellent class B facility, surrounded by one of the largest cities on Halka. The city is a shining example of Halkan architecture and design, flowing elegantly up from the countryside. Fittingly, the Halka Institute of Art and Design is located there.

Members of the minor human race native to Halka are characterized by their slight build and their striking albino appearance, which is due to the dimness of Halka's star. In fact, they are not true genetic albinos. They have light gray (almost white) eyes and hair that ranges from white to pale blonde.

Halka was settled in -50 by Floriani colonists of noble heritage. The colonists soon discovered the minor human race native to Halka. Over the centuries, as the colony grew and the two societies interacted, a caste system developed. The noble colonists saw the native Halkans as an inferior race, and employed them only as agricultural workers. Later, other acceptable areas of employment were established. Within the last decade, some business people on Halka began to look for new resources, to boost a declining economy. Some of those people saw the native Halkans as that resource, and the illegal slave trade came into being.

Today, native Halkans can be found in a growing number of jobs. Legal actions have been taken on Halka, as well as in the Florian League government, to confer citizenship and voting rights on the Halkans, abolish the old caste system, and put an end to the slave trade.

3. AN OLD FRIEND

(Dur finds Kelle)

Scene: You are looking through a starport computer listing of ships in port, when Dur comes across a name he recognizes, and listed with an Imperial Scout ship, no less! Dur hurries you over to the ship's pad. Standing in front of the battle-scarred Type S Scout/Courier with her back to you is a tall, slender woman wearing the form-fitting vacc suit uniform of the Imperial Scouts. Her long, dark hair cascades past her shoulders.

"Kelle?" Dur asks anxiously. The woman turns around in response to the voice. She is quite attractive. Her face lights with joy as she recognizes Dur.

"Dur Telemon! What in the galaxy are you doing here? I thought I'd never see you again!" With that she and Dur run to each other and embrace.

Action: The captain is Kellendrian Darkavar, a name that brings back fond memories for Dur. Kelle and Dur served in the Scouts together during Dur's second term, when they were both assigned field duty in District 268 and Five Sisters Subsectors of the Spinward Marches. They enjoyed a brief romance at the time, but it was broken up when duty took them separate ways. While their affection for each other should be roleplayed, it should not greatly affect the course of the adventure.

Kelle has just left active duty in the Scouts after the end of the Fifth Frontier War, and can fill the characters in on the results. She admits that it would be a lot easier running the ship with a crew of more than one, and suggests that the characters bring their belongings on board and make themselves at home. She'll be heading back to the Marches soon, and it only makes sense that they travel with her.

Kelle is now on reserve status, and is contemplating a career change to that of a merchant or free trader.

4. SOMETHING ROTTEN ON HALKA
(Kelle picks up a cargo)

Scene: Kelle rents a large air/raft, and you accompany her on her trip to pick up her cargo. The trip to the vineyard takes you out into the countryside. Vast fields of grain being harvested by machine give way to orchards as the trip progresses into the hills. Here native Halkans work by the hundreds to harvest the fruit. Occasionally you can see cheaply constructed barracks-like buildings — presumably to house the field workers.

Upon arrival at the vineyard, you can see these barracks up close. The workers are back from the fields, and are just standing around. You are not the only ones here to pick up a cargo, apparently. On the other side of the barracks sits a 50-ton shuttle, ready to transport its cargo into orbit.

A middle-aged woman appears to be in charge, and comes over to Kelle. "Ah, Darkavar, good. Come right over here and we'll get you squared away," she says.

Action: The middle-aged woman is Olanda Truitt, the broker that has arranged the cargo of wine for Kelle. A cargo floater holds a number of large plastic barrels, and the characters can start to load them into their air/raft.

To load the barrels into the air/raft using the cargo floater:
Routine, Grav Vehicle, Dex, 5 minutes

While the characters are loading the air/raft, they should have a chance to notice the peculiar aspects of the shuttle and its cargo.

To notice details regarding the shuttle and its cargo:
Difficult, Trader or Broker, Int, 5 minutes (safe, unskilled OK)

Referee: This should be a blind task roll (i.e., do not tell the players why they are rolling the dice). If the time for this task is longer than it takes to load the barrels onto the air/raft, success is not possible. On success, the player notices that some of the cargo handlers from the shuttle are armed with laser rifles. On exceptional success, the player may also notice that there was no evidence of the cargo being loaded.

In fact, the cargo is the native Halkan workers. They are being sold into the slave trade, despite the fact that they are citizens. The owner will make a tidy sum and can just hire new workers later. The Halkans are transported against their will to secure locations and sold mainly to off-world interests.

5. A NEW FRIEND
(The characters take on a passenger)

Scene: You have returned to the ship's pad at the starport and are loading the barrels into the cargo hold of the Scout ship, when you are approached by a native Halkan. He asks, "Excuse me, are you taking passengers?" Before any of you can respond, he continues. "Am I supposed to ask you that? I hope it's all right. I've never been to the starport before, but I've saved some money and wish to travel away from here." The Halkan rattles on nervously, but you are able to discern that his name is Alyssander, and he is offering you the equivalent of Cr100 for passage off world. He is obviously naive about star travel.

Action: The referee should encourage the characters, especially Aybee, to be sympathetic toward Alyssander. Alyssander will admit that he is trying to leave because he is afraid; several of his friends have disappeared, presumably kidnaped for the slave trade, and he might be next. If the characters don't want to take Alyssander's money, he will suggest that he could do some chores on the ship (a sort of working passage as steward). If the characters express concern about taking him, he points out quite truthfully that he is a citizen of Halka and free to go where he pleases.

6. TRAVEL PERMITS? WHAT TRAVEL PERMITS?
(A customs patrol boards the characters' ship)

Scene: You finish bringing your belongings on board the

ship, and Kelle asks for and receives clearance to depart. Dur heads back to engineering, as he will assume engineering duties. Dr. Krenstein familiarizes himself with the ship's computer. Akidda, Aybee, and Alyssander are free to do as they please.

About halfway out, you spot a patrol boat on the sensors, and soon thereafter you are hailed by them to confirm your cargo and flight plan. Kelle responds routinely, but the patrol asks for a hands-on inspection and permission to board.

At the airlock you greet the elegantly uniformed patrol captain. He is flanked by two crewmembers with laser rifles slung over their shoulders. Everything proceeds without a hitch, until one of the guards spots Alyssander. "Sir," he says to his captain, "I think we've got a violation here."

Action: Special travel permits are required for native Halkans to travel off world. The travel permits have been instituted by the government in an attempt to crack the black market slave trade through a trail of red tape. None of the characters, Kelle, or Alyssander knew of this red tape requirement. The referee should make certain the characters realize Alyssander was not trying to pull something, he just didn't know. Remember, he is very naive.

If the characters think to hide Alyssander to avoid the search, just in case, Alyssander should protest, saying he has nothing to hide, he's a citizen, and free to travel (true — with the permit, though). If the characters force him to hide or try to steer the customs agents away from Alyssander in any way, the characters' attempts will be thwarted.

7. LOCK-UP

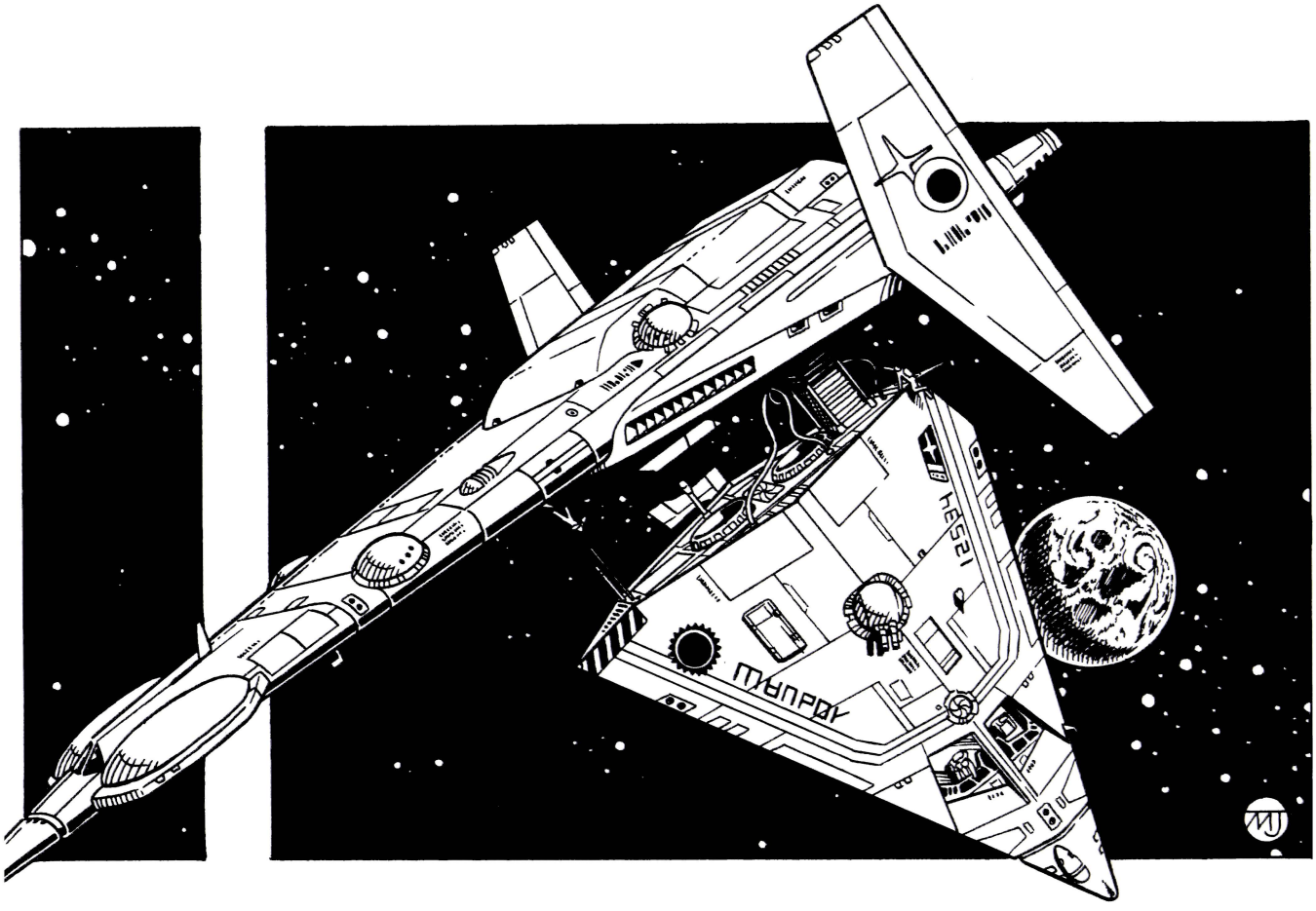
(The characters are jailed until their trial)

Scene: The jail cell is in a basement level, and is damp from underground seepage through the wall. It is also poorly lit, and as all six of you are in one cell, a bit crowded. After a few hours, a well-dressed young woman comes to your cell. She introduces herself as the defense attorney assigned to handle your case.

Action: The attorney explains that travel permits are easily attainable, and are required so that specific legal actions can be taken against slave traders. Once the slavers get the native Halkans off world, tracking them down is almost impossible. Once the attorney hears the characters' side of the story, she believes she can get the characters off. Floriani justice works by determining whether an action was a crime and should be punished, rather than asking whether the accused committed a specific act. It is plain to the attorney that the characters' action was without criminal intent.

Alyssander is very apologetic about the entire matter. He can get rather emotional, blaming himself repeatedly. Encourage the characters to sympathize with him. He didn't do anything wrong, he just didn't know the proper procedure. Furthermore, the time spent confined to the jail cell should cause the characters to reflect upon how they take their freedom for granted.

Aybee in particular could get downright mad, when thinking about Alyssander's plight, that anyone would enslave another sentient. Encourage a friendship of sorts to develop between Aybee and Alyssander.



8. THEIR DAY IN COURT
(The characters gain their freedom)

Scene: The courtroom is a large hall, and front and center is a high, massive, ornately decorated table at which a robed judge and five jurors sit. Across the room from the panel is a deep polished bench, where you are directed to sit. Rays of light pierce the hall from large skylights atop the vaulted ceiling, and your voices echo in the large hall.

Your attorney turns back to you with a bit of a grimace. "This could be harder than I thought," she says. "Old Man Borijis is leading the panel today, and he is very tough on the slavery issue."

Action: Make the characters play out their testimony, and make them sweat with "Old Man" Borijis. It is readily apparent to him that this is all a misunderstanding, but he admonishes the characters to have more respect for the local laws and customs of the different worlds they travel to. The characters are instructed to pay their legal fees of Cr500 in the outer office, and they are released.

9. ABDUCTION
(Alyssander is kidnaped)

Scene: You walk down the front steps of the courthouse, breathing in the fresh air of the summer breeze. Alyssander is anxious to obtain his travel permit and get back to the ship. A grav taxi hovers curbside, and Kelle waves at the driver. However, before you reach the waiting taxi, another grav taxi swoops down right beside you on the sidewalk. Two men jump out, one levels a laser rifle at you and the other pulls Alyssander into the taxi. The kidnapers speed off into startown as they muffle Alyssander's screams.

Action: All of the characters' equipment is back on the ship, but if Aybee uses his laser welder, let him only wound one of the thugs. Do not prevent the chase. If the characters don't immediately think to go after the kidnapers, the driver of the waiting grav taxi encourages them by saying he can catch the other taxi (he has Grav Vehicle-4). He may also exclaim that he recognizes the taxi, and his friend who should be driving it would never be party to a kidnaping. It must be stolen, and he is angry.

To gain on the kidnapers' grav taxi:
Difficult, Grav Vehicle, Dex (confrontation)

Referee: The characters' driver has Grav Vehicle-4 and a Dexterity of 11; the kidnapers' driver has Grav Vehicle-2 and a Dexterity of 6. Have the players roll this task once per round. If the characters fail the task, their distance in the chase remains the same. On a mishap, the kidnapers are able to pull away, out of sight. If they are out of sight from the characters for more than two rounds, the kidnapers have escaped.

The driver will allow one of the characters to attempt to report the stolen taxi by radio to the dispatcher. The grav taxi radio is only tuned to its own network and cannot summon police directly. If this is attempted in flight, the answer will be from a rather stupid computer, which does not know how to handle the situation. It must be ordered to get a human operator on the line, which takes a few minutes.

If the characters succeed in closing on the kidnapers, they will respond by shooting at the characters' driver. If he is hit, the characters will have to gain control of the grav taxi to avoid a crash.

To gain control of the grav taxi from the wounded driver:
Routine, Grav Vehicle, Dex (fateful)

Referee: If the character fails on this task, allow one other character to make an attempt with increased difficulty. If the characters fail to gain control, the grav taxi crashes. Apply the damage rolled on the mishap table to the grav vehicle, then apply less severe wounds to the characters.

Ultimately, the referee should make sure the kidnapers escape with Alyssander.

10. FINDING A LEAD
(Akidda interviews witnesses)

Scene: You are parked on a street in startown, taking stock of yourselves. The rush of adrenalin from the chase is beginning to subside. The grav taxi with the thugs and Alyssander has gotten away.

Action: The driver is anxious to call in to the dispatcher to report the incident. (If the driver was shot in the previous scene, it is only a minor wound, and Dr. Krenstein or Aybee can take care of it.) He learns that the thugs stole the grav taxi in front of the Grand Floriani Hotel in startown. His friend, the driver, was knocked out but is now all right.

At the hotel, Akidda can interview witnesses who might have seen the thugs.

To find witnesses who can provide useful information:
Difficult, Interview, Streetwise, 10 min

Aybee has recorded images of the thugs, and these can be used to help identify them. Interviews reveal that the thugs had asked what room Anton Vorkash was in, that they were overheard to mention "Adhara" (a planetary system one parsec away), and that Mr. Vorkash left to see a starport broker — Olanda Truitt.

This last piece of information, along with the pictures of the thugs, should get the characters thinking.

For the characters to connect the thugs with Olanda Truitt:
Difficult, Int (safe, unskilled OK)

Referee: On success, the characters realize that the thugs were on hand at the vineyard, with Olanda Truitt. Also, if any characters succeeded in noticing anything peculiar about the shuttle at that time, allow them to attempt that same task to figure out what was going on at the vineyard.

At this point it should be obvious to the characters that all the clues are pointing to Olanda Truitt and the starport.

11. OFF TO SEE OLANDA
(The characters confront the broker)

Scene: You find Olanda Truitt at her office in the merchants' wing of Halka Down Port. The office is spartan and functional, with both filing cabinets for paper records and a computer terminal for electronic recordkeeping. Various papers are scattered on the large desk.

Truitt is working at her computer terminal, but looks up and recognizes you when you enter the office. "Any problems with the wine?" she asks calmly.

Action: Olanda Truitt is a cool customer, and will not give anything away through conversation, regardless of how persistent the characters are. However, be sure to roleplay the encounter fully for the best effect. During the encounter, the characters have a chance to notice a clue in Truitt's office.

To notice the invoice from the *Adhara Lady*:
Difficult, Streetwise, Int, 15 sec (unskilled OK)

Referee: If a mishap occurs, Olanda Truitt becomes nervous and tries to end the conversation. If one of the characters succeeds, they connect the ship name to the earlier reference to "Adhara". The word overheard in the thugs' conversation may not be their destination, but part of the name of their ship.

After the characters leave the broker's office, if they check the computerized starport registry for ships in port, they will find that the *Adhara Lady* is in docking bay 3-A. Other possible actions are contained in the next five nuggets.

12. SEARCH FOR THE *ADHARA LADY*
(Following a clue from the broker's office)

Scene: You hurry down the subterranean corridor to docking bay 3-A. As you approach the open iris valve, you see the two kidnapers drag Alyssander into the docking bay. They do not appear to notice you, but they close the iris valve behind them. Soon the warning light above the valve begins to flash, and muted klaxons blare. "Warning," says the computerized voice. "Docking bay sealed for blast off. Warning: Do not enter bay until ship is clear."

Action: If the characters attempt to fire at the thugs before the iris valve closes, allow them to get off a hurried shot. However, even if both thugs are hit and fall unconscious or dead, someone from inside the bay will pull Alyssander in.

The iris valve is locked by the starport computer, as the ship has been cleared for blast off. If the characters hot wire open the valve, they will be met with a burst of hot air and the sight of the ship rising slowly into the sky.

13. WHAT GOES AROUND, COMES AROUND... DOESN'T IT?
(If the characters alert the authorities)

Scene: The Starport Customs Office is located in the central region of the Halka Down Port, on an upper level near the flight control offices. The sergeant on duty is cooperative, but needs you to answer some questions before the report will be advanced to a patrol boat. He enters the answers into his computer terminal, and upon their completion, informs you that your report will go right out to an on-duty patrol boat.

Action: Filing the report consumes valuable time. The characters may attempt to speed up the process, which is simply red tape demanded by the bureaucracy.

To speed up filing the report:
Difficult, Administration, Edu, 10 min

Referee: On success, the time needed to file the report is greatly reduced, and the *Adhara Lady* will be searched much earlier in its trip out to jump point. On failure, the time needed to file the report will be lengthened. If a mishap occurs, filing the report will take so long that the characters will not be able to catch the *Adhara Lady* before it jumps out of the system.

The search produces no evidence, and the *Adhara Lady* is released.

14. CHASE TO JUMP POINT
(If the characters pursue the *Adhara Lady*)

Scene: The *Adhara Lady* is a 200-ton Type A2 Far Trader armed only with two dual-laser turrets. The ship has a good head start on you, but has only 1-G acceleration.

Kelle calculates that you can catch up to them (your ship has 2-G acceleration) before they reach a safe distance out for jump.

Action: The amount of time the characters have to do something should be determined by how long it took them to file the report with the customs office in the previous nugget (assuming they did report). If they have enough time, the characters can consider these options:

1) Disable the *Adhara Lady* through ship combat, or
2) Board the *Adhara Lady* and seize control of the bridge after a gun fight.

The first option will prove fruitless, as a patrol boat responds to the *Adhara Lady's* distress signal and subdue the characters before they can disable the *Adhara Lady*. This will produce another run through the legal system for our characters, and the kidnapers will get away again. If the second option is implemented, the same results will occur, with the addition that the characters, who are outnumbered, will risk serious personal injury. Also, any attempt to find Alyssander on the ship during a boarding action will fail.

If the characters are brought to court again, their story about seeing Alyssander kidnaped will be thoroughly checked while they languish in jail for a week. Although the story will finally be corroborated, the planetary authorities can do nothing now that the ship is gone except send notice to nearby starports to look out for the *Adhara Lady*. Nonetheless, for attacking another ship in system, characters will receive a stiff fine (1DxCr10,000) which only Krenstein's resources on Rhylanor would suffice to cover. The group will remain under house arrest until his credit is established by the nearest branch of an Imperial bank with connections to Rhylanor. This takes a minimum of 10 weeks.

The characters will have to come up with a third option, one which allows them to pursue the kidnapers beyond the Halka system. If the characters check with the starport for

the filed flight plan of the *Adhara Lady*, they discover its destination is Viceroy, only two parsecs away. This investigation can be carried out even from house arrest, but if the characters point out their findings to authorities, they will be told that Viceroy is out of the Florian League's jurisdiction and nothing can be done.

To think of checking the flight plan:
Routine, Pilot or Navigation, Edu (safe, unskilled OK)
Referee: If the characters fail to think of this, have Kelle check it on her own, but allow the characters to exhaust their ideas before Kelle presents them with her findings.

15. REMAINING ON HALKA
(If the characters give up the chase)

Scene: You are sitting in a dark corner of a starport bar or lounge, commiserating over your failure to stop the kidnapers. Two large, muscular men in gray, starport cargo-handler coveralls enter the bar, look around for a moment, then come directly over to you.

"We've got a message for you," growls one of the men. "The boss wants you offa this planet, and if you don't cooperate, we're supposed to get rid of you."

The men then leave, eyeing you as they walk out.

Later, as you walk down an isolated corridor on the way back to your ship, the two men show up again. They don't look like they want to talk.

Action: The two strongarms attempt to rough up the characters. Both have UPPs of C8A555 and a skill level of 2 in brawling. Play it out as a brawl. Aybee's weight should be quite a surprise to the strongarms, as might his laser welder. The characters may use weapons if they choose. If starport security is brought in, it's the strongarms who are arrested (finally!). Neither the characters nor starport security will be able to get any information from the two men. In fact, they were hired by Olanda Truitt, because for the first time in the adventure, the characters worry her.

16. JUMPING TO ADHARA
(If the characters follow the wrong lead)

Scene: Adhara (0609 B27A667-8 Wa Ni) is a water world. Ship traffic seems normal for a class B starport. Your trip to the down port is uninterrupted by customs patrols. As you near the starport on your landing approach, you can see that it is built on supports rising from the ocean floor.

Action: There is no sign of the *Adhara Lady* in port, nor has she ever been here. There are no records of the ship being built or registered here. There is no division of Vorkash Mining on Adhara, and there is no sign of any native Halkans. This is a dead end. The characters will have to proceed to Viceroy or head back to Halka.

17. THE WORLD OF VICEROY
(Characters' Background, Library Data)

The Viceroy system (Trojan Reach 0408 B8D3515-D Ni) is a binary star system whose primary is a main sequence star (G6 V). The companion star is a subdwarf which circles the primary at a distance of 4,200 astronomical units.

The world of Viceroy is roughly 12,000 kilometers in diameter and occupies the second orbital position. Viceroy has a dense, high atmosphere, unbreathable to humans. Deep in the crevices of the planet the atmosphere is so dense that it becomes liquid.

Viceroy is a company-owned planet in independent space. Vorkash Manufacturing is engaged in extensive mining operations in the deep, rocky crevices of the world. The entire population is made up of Vorkash employees.

Vorkash Manufacturing was founded in the late 900's by Ricardo Vorkash. The company grew out of a privately-held mining and industrials firm. Vorkash Manufacturing took advantage of the rapidly developing human client states, establishing offices on many worlds, especially those whose tech level was on the rise and whose natural resources were being exploited. Subsector Vice-Presidents often have a free rein to open new markets and develop new resources. Vorkash Manufacturing is now a vertical monopoly, engaged in all aspects of production, and a dominant corporation in the region.

The class B starport maintained on Viceroy handles the ore shipments, as well as providing repair facilities. The down port supplies living quarters for company employees, an office complex, and centers for entertainment of off-duty workers. The orbital starport has only essential personnel. It exists to prevent unwelcome guests from coming down to the planet; refueling and modest repair facilities are maintained to provide minimal class B service, and visitors are hurried on their way.

18. GAINING A FOOTHOLD
(The characters seek permission to land)

Scene: Your sensors do not indicate any ship traffic in the system. In particular, there is no sign of the *Adhara Lady.* Your communications console beeps, indicating an incoming message.

"Beep-beep-beep. Imperial Scout Vessel 53791-R, you have entered the Viceroy system. Please state your business with Vorkash Manufacturing or proceed to orbital refueling station."

Action: If the characters attempt to avoid contact with the starport, possibly sneaking down to the planet, they will be spotted by sensors and escorted to the orbital facility by a system defense boat. When it is discovered that the characters have no business with Vorkash Manufacturing, they will be extended refueling privileges and asked to move on.

The starport will inquire whether the characters are Imperial citizens, since their ship is an Imperial Scout/Courier. If the characters introduce themselves as Imperial nobles, they will immediately be offered shore leave at the Viceroy Down Port.

To think to mention that they are Imperial nobles:
Routine, Carousing, Soc (safe, unskilled OK)
Referee: On success, the characters should be encouraged to play it up as much as possible.

If the characters inquire whether the *Adhara Lady* is in port, suspicion shows in the voice on the radio. Their noble status will still get them shore leave (next nugget), but Vorkash will not invite them to tour the mines and anything they find out will have to reported back to Halka for action (Nugget 30).

19. RUMORS
(Checking out Vorkash Mining)

Scene: Viceroy Down Port is a crowded, bustling facility. It has the atmosphere of a high-tech version of a boom town in the old west. The off-duty miners really like to live it

up, and you can hear some foul-mouthed argument as you approach a crowded entertainment center, the "Lanthanum Rush". As you approach the entrance, two brawling men roll out the door into the corridor in front of you. They pay absolutely no attention to you.

Inside, spotlights shine on exotic dancers on pedestals around the room. The dancers gyrate to the beat of recorded, synthesized music. Miners drink and cheer at their poorly lit tables, and the bar is abuzz with talk.

Action: Dr. Krenstein and Aybee may feel somewhat out of place, but Dur and Kelle have seen places like this while in the Scouts. Akidda, with his Interview-5 skill, should be the only player to try to ferret out any information. The other characters are better off just passively trying to overhear something.

To discover through casual interrogation that Halkan slaves are used in the mines:

Difficult, Interrogation, Int, 15 minutes (hazardous).

Referee: Akidda's Interview-5 skill defaults to Interrogation-4. If he succeeds, his suspicions are confirmed. If a mishap occurs, someone takes offense at his questions and begins a brawl. Company security does not appear.

To overhear a comment that Halkan slaves are used in the mines:

Difficult, Carousing, Int, 30 min (safe, unskilled OK)

Referee: No mishap occurs on failure.

It is important for the referee to remember that this area is usually off-limits to non-employees, but because of the characters' noble status, they have been brought down to the surface starport. This is why the characters have even a chance to find out anything, and why security seems soft.

20. MEETING WITH VORKASH
(The characters learn something useful)

Scene: In your rooms, you are notified via telescreen that you are all invited to meet with the president of Vorkash Manufacturing personally while he is here. An escort will come for you later in the day.

You do not have access to a computer terminal linked to the whole system, just a modest library data resource in your rooms.

Vorkash's personal assistant arrives to escort you to the meeting. The assistant is smartly dressed in an outfit made of shimmering material. As he takes you to see Vorkash, he speaks only when spoken to. You pass a simple security robot in the corridor on your way (#71 in *101 Robots*). Its tread is heavy even in the carpeted hall.

At the outer reception area, the assistant goes over to a panel beside the door to the main office. He pushes a button which activates a view screen and announces you.

"Please go right in," he says. The door opens silently.

Decorating the office are fine art objects, and scattered throughout are high-tech gadgets. You have trouble discerning the purpose of some of the gadgets.

Anton Vorkash leans back in a large grav chair and motions you to a collection of smaller grav chairs on the other side of his desk. "Sit down. Make yourselves at home," he beckons. "We have lots to talk about!"

Action: In attempting to impress the characters with his business acumen, Vorkash mentions that he keeps holorecordings of all his business meetings in this office. These are even more reliable than written contracts, in his opinion. If the characters don't immediately realize that the holorecordings may be the physical evidence they need to bust the slave trade, allow the characters to roll for it in a task.

To realize the recordings may hold incriminating evidence of slave trading:

Routine, Administration, Int, instant (safe)

Referee: The characters will not have any opportunity to get the holocrystals during the meeting. However, Vorkash motions vaguely at the drawer in which they are kept when he talks about them. Vorkash does not seem to be terribly intelligent, just business-smart — it is quite possible that he would keep incriminating evidence, as long as he thought it would never leave his company planet.

During the meeting, Vorkash offers to take the characters on a tour of the mines later, and if the characters don't accept immediately, he will persist until they do. This will be the opportunity the characters need to find Alyssander.

If the characters want to try to steal the holocrystals or break into the main computer, see the next nugget.

It may occur to a character to carry a concealed weapon. Allow the characters to do so, but keep them nervous about it. However, unless they use the weapon, the characters will never be searched and the weapons will never be discovered.

21. BREAK-IN
(If the characters sneak into the office)

Scene: The offices are dark and silent. You appear to be the only ones here. The office complex has electronic combination locks, much like those found on iris valves. Once you unlock the door to the office complex, the corridors between offices are open, and you can proceed directly to the reception area outside Vorkash's main office.

While in the reception area, you hear the steps of a security robot in the hall. It does not come into the room you are in.

The door to the main office is a more complex, computerized lock. However, it is a kind Dr. Krenstein is familiar with.

Action: Supply the characters with a floor plan of the office complex, with the location of electronic locks marked. Determine a routine patrol route for the security robots. The video surveillance in Vorkash's office is used by him to screen visitors; it is not used at other times.

To defeat the computerized lock to the main office:

Difficult, Computer, Electronics, 1 min

Referee: Krenstein's Robotics-5 serves as Computer-4, and his JOT-2 allows him to retry this task twice without penalty.

Finding the holocrystals is easy; they are in the desk drawer Vorkash motioned to during their meeting. However, the drawer is locked.

To open the locked desk drawer:

Routine, Electronics, Mechanical, 10 sec

Referee: On a mishap the drawer is damaged, leaving signs of the break-in.

In the office is a computer terminal. Dr. Krenstein can use this to find out where Alyssander can be found if the

characters have time. If they take too long in your opinion, have one of the security robots come into the office.

To bypass computer security:
Difficult, Computer, Edu, 30 sec (hazardous, fateful)
Referee: If Krenstein fails at this task, company security will be alerted to an unauthorized computer entry. However, it will take time for security agents to track the break-in. Allow Krenstein to repeat this task up to twice because of his JOT-2 skill.

Once Krenstein is into the system, locating Alyssander is easy. He is currently stationed on level E, and is designated worker #6249-H.

To avoid the security robot:
Routine, Stealth, Dex (fateful, unskilled OK)
Referee: Have one player roll the task for the entire group. If the characters split up, roll for each group separately. On a mishap the group encounters the security robot.

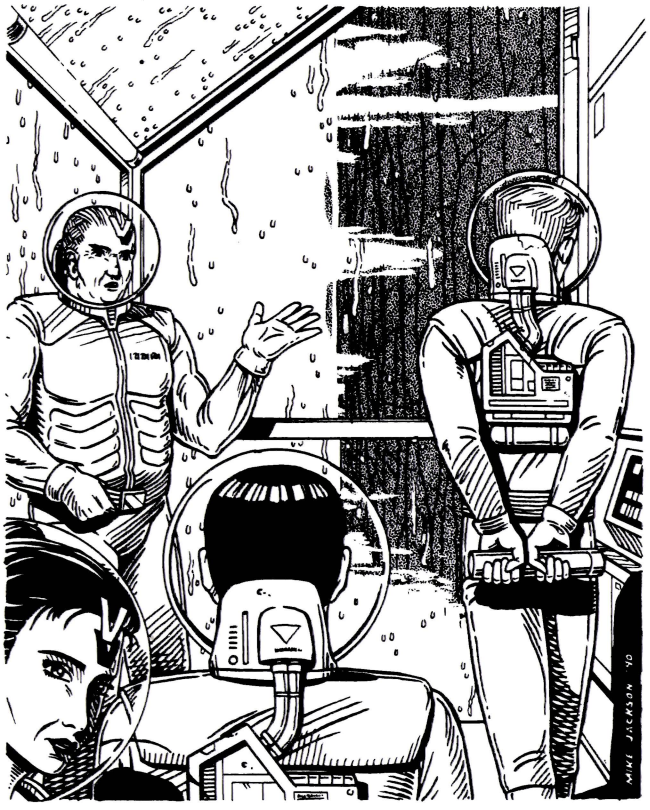
Remember, the characters will hear the robot before it gets there, so they will be warned. The robots are individual units and not tied into any central security system; they are effectively just night watchmen.

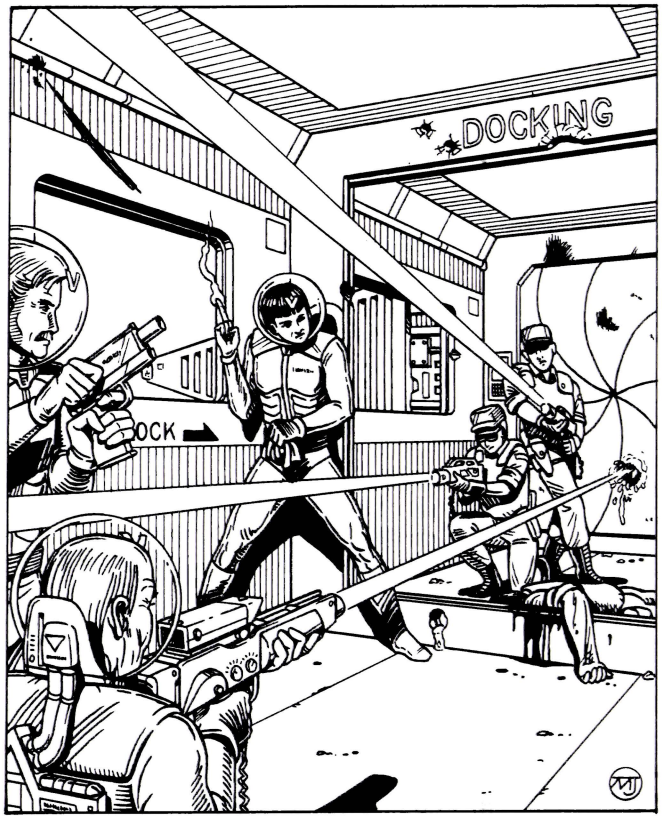
22. BACK AT THE OFFICE
(Before the tour, if the characters still need to get the holocrystals)
Scene: You are meeting Vorkash at his office so you may begin your guided tour of the mines. The receptionist recognizes you and pushes a buzzer. Moments later the office door slides open and he motions you in. Anton Vorkash stands up from his grav chair to greet you. "Well, how did you sleep, my Imperial friends?" he bellows.
Action: One of the characters will have to be alone in Vorkash's main office for a minute or so if they are to get the holocrystals. Either they must get Anton Vorkash to leave his office momentarily (perhaps distracted by one of the characters) or one of them will have to come back into the office shortly after they all leave ("Excuse me, I left something in the office. It'll just take a moment").

To hastily find the holocrystals unobserved:
Routine, Stealth or JOT, Dex, 10 sec (fateful)
Referee: If failure occurs, the receptionist comes in. He does not catch on, but will usher the character out of the office. The receptionist will have to be physically subdued in order to complete the task, which results in the character finding the holocrystals. If this occurs, it will be discovered by others in the office complex after a few minutes, but not before the characters are going down the observation elevator.

23. TOUR DOWN UNDER
(Taking the observation elevator)
Scene: Before you enter the observation elevator, you are issued pressure suits as a standard precaution. These bulky vacc suits are just like the ones shift foremen wear in the mines, except the helmet has an orange "VISITOR" designation on it.
The luxury observation elevator is a huge, enclosed platform that descends into the crevice along rails built into the rocky wall. The platform is like a glass cage, and you can see out into the murky fog of the atmosphere. As you descend deeper into the crevice, a light drizzle blurs the view.
Looking into the cliff, rather than out into the atmosphere, you can see various mining excavations as you pass the airlocks to these levels.
Action: There is a computer terminal on the observation platform. If the characters have not yet found where Alyssander is, this terminal can be used to find him, although Krenstein would prefer to be alone when he tries to circumvent the security programming.

24. SOME TIME ALONE
(Vorkash is called away)
Scene: As Anton Vorkash expounds upon the virtues of strip mining Imperial Reserve planets, the elevator's telescreen comes on. "Paging Mr. Vorkash. Your presence is required at mining station D."
Vorkash turns to the elevator's control panel, and soon the platform slides effortlessly to a stop. As he opens the airlock, he says "If you'll excuse me for a moment, I'll take care of this little matter as quickly as possible."
Action: This is Krenstein's alternate chance to use a computer terminal to locate Alyssander. Use the task in nugget 21. The characters can easily operate the elevator controls to take them down to level E.
A more cautious group may copy some of the information on Halkan slaves employed here onto Akidda's recorder or Krenstein's computer, return to Halka, and come back with Halkan authorities in force to free *all* the slaves. If they took the crystals, these should be copied and left in some obvious place so that Vorkash will think they were mislaid. Vorkash must not be alerted by anything the characters do, or he may move the slaves while the characters are enroute to Halka and back. In this case, go to Nugget 28.





25. INTO THE MINES
(Searching for Alyssander)

Scene: At level E, you open the airlock. Before you is a dimly lit, rough-hewn access corridor. Standing to one side of the airlock is a foreman in his pressure suit.

"May I help you?" he says, then looks into the observation elevator. "Hey! Where's your employee escort? I'll have to report this!"

Action: The characters will have to subdue the employee to prevent him from calling security; he will not cooperate with the characters in any way. Once he is subdued, one of the characters can exchange helmets with the employee, giving the group the appearance of being escorted.

On the way to Alyssander's work station, the characters will encounter another employee. Make the character wearing the employee helmet talk his way through the encounter. Eventually, the characters find Alyssander's foreman, and should request that worker #6249-H be brought to them for questioning. If there are problems with the foreman, the characters will have to decide how much force to use. The degree of difficulty of this nugget is up to the referee.

26. UP THE SHAFT
(The characters run for their ship)

Scene: You quickly hustle Alyssander out past the maintenance workers with their robotic laser drills. You pass an ore processing area, where other workers are preparing the ore for transport to a processing center. Alyssander guides you to the express work elevators. As you ride up toward the surface, klaxons begin to sound. "Intruder alert!"

Action: Instead of running with Alyssander, the characters may feel that they should try to free all the slaves they can reach. Of course, their Scout ship can not hold very many. They would have to steal a cargo ship at the port to carry all those who want to leave. The slaves, once they are aware of what is happening, will overpower the foremen and take over planning of this action. None of them can pilot or crew a ship. The characters may supply Aybee or Dur as pilot, and possibly Dur as engineer if Aybee pilots, or the slaves may just hold a knife to the throat of some Vorkash crewmember and make him take them to Halka.

To hijack a cargo ship from the port:
Difficult, Brawling, Stealth, 2 min (unskilled OK)
Referee: This does not include warm-up time for the power plant.

The express elevator will take the characters to the surface without stopping. Alyssander is familiar with the immediate area, and the characters will recognize where they are when Alyssander leads them into an area near the entertainment centers. The referee may supply a map of the complex as the characters get into an area they know.

The characters will run into at least one security team at the entrance to the docking bay, and possibly one other before they get that far.

To avoid security teams on their way to the docking bay:
Difficult, Stealth or Recon, Int (fateful, unskilled OK)
Referee: This task is attempted once for the entire group. If the task fails, the characters encounter an armed security team. The number of security personnel encountered is two, four, or six, determined by the severity of the mishap.

Security personnel are armed with laser rifles and wear cloth armor. The characters' pressure suits are equivalent to cloth armor. The characters may attempt to find weapons as they sneak through the complex. If the slaves are all coming along, the exit is not stealthy and weapons may be grabbed from guards who are incapacitated.

To find weapons as they race for the ship:
Routine, Determination
Referee: Each player may attempt this task once. If successful, a player has found one or two weapons, likely laser rifles and auto pistols. On a mishap, the characters have surprised the owner of the weapons.
Or:
Routine, Strength, Brawling
Referee: The large group may attempt this four times. Assume that average Halkans have the same strength as Alyssander, and a 50-50 chance of having Brawling skill. The weapons seized are the same as above. On a mishap, one or more of the group is injured in the fight.

The referee is free to change the weapons selection as he sees fit. The characters will already have Aybee's internal laser welder. (But if he fires through his suit, energy will be expended burning through his glove, and the suit will no longer be gas tight. Inside the complex this last makes no difference.) The weapons of the other characters are on their ship, unless someone is carrying a concealed weapon.

When the characters reach the docking bay, a security team is waiting. The airlock which the security team is guarding is the only way back to the ship. The characters will have to fight their way through. Use standard combat rules.

27. BLAST OUT
(Escape to jumpspace)

Scene: You are back on your ship. Dr. Krenstein or Aybee can take care of any injuries sustained in the fire fight. Your main concern is getting the bay doors open. You may ask the starport for clearance, but they refuse, of course.

Kelle addresses the crew. "Well, guess we've got to blast our way out! Brace yourselves!"

Action: No task is needed to blast the bay doors open... it succeeds. While en route to the system's jump point, the characters' ship is attacked by a patrol ship. Treat it as a Type T Patrol Cruiser with 1-G maneuver drives; it is an old model obtained by Vorkash Manufacturing as military surplus. Although the patrol ship is more heavily armed, the Scout can outrun it. Thus, the characters should have to fight defensively for only a few ship combat rounds. If they get in serious trouble, the characters may consider jumping before a safe distance is reached. Consult the starship operating procedures in the Imperial Encyclopedia for task rolls.

28. CALLING FOR HELP
(If the players choose to bring the Florian League to the rescue)

Scene: You have withdrawn quietly from the Viceroy system, but not without new evidence to offer Halkan authorities. When you come out of jump space, you pass again through the searches and delays, but after the first customs ship's crew hears your report, you are hurried down to the starport with priority clearance.

Action: The new recordings showing that Halkans are being held on Viceroy are enough to spur some action. The characters are directed to the planetary offices of the Florian League.

To convince the League Navy to act against Viceroy:
Routine, Admin, Leader, 3 min
Referee: More than one character may apply his skills to this task.

To convince the League to impose economic sanctions on Vorkash Manufacturing:
Routine, Admin, Leader, 2 min
Referee: As above.

On success of the first task, five naval vessels are summoned from nearby planets to accompany Halka's two ships. The characters may also return in Kelle's ship, or remain on Halka to await events. When they reach Viceroy, the show of force is sufficient to force Viceroy to submit to search and occupation. The slaves are transported back to Halka and the company must allow Florian inspectors into all its facilities on demand.The threat of trade sanctions remains as a tool of enforcement. If only the second task succeeds, the action will be slower but no less certain. The characters may choose to wait on Halka or go on home, trusting the authorities to handle the problem.

Go to Nugget 30.

29. BACK AT HALKA
(The evidence is revealed)

Scene: While in jump, you have the opportunity to view the holorecordings with Akidda's recorder (if you stole them). They were encrypted only with a standard commercial code. One of them shows a meeting between Anton Vorkash and Olanda Truitt on Viceroy, and leaves no doubt that Truitt is the head of the illegal slave trade. Vorkash is also incriminated for purchasing slaves. The characters also have Aybee's recordings of their entire adventure.

You arrive in system and limp in to the starport. As you are nearing the orbital facility, a customs patrol hails you. "You look like you've got some carbon scoring, there. Where's the fire?"

Another message comes in. "Don't think you can get away! I've got you now!" The voice is unmistakably that of the desperate Anton Vorkash. You can now identify the corporate patrol ship on your sensors. Vorkash has followed you through jump and now opens fire.

Action: Give the characters a brief scare with a couple of shots from Vorkash's ship, but then make sure the system defense craft close with Vorkash and board his ship. In the resulting confusion, the characters are able to gain clearance to dock at the orbital facility, thereby gaining some measure of safety. Once in the docking bay, the characters may contact the Starport Customs Office and present their evidence of Vorkash's slave dealing. Vorkash will claim to have been pursuing the characters because of crimes on Viceroy. (If they took the holocrystals, he will demand their return without examination by the authorities, and accuse the characters of burglary. If anyone was hurt in the mines, the characters can be accused of assault.) These conflicting claims will have to be dealt with in court. Fortunately, the judges are more concerned with the theft of their citizens than with "irregularities" committed by the characters on Viceroy, which is outside their jurisdiction.

30. CLEAR CONSCIENCE
(The authorities wrap things up)

Scene: You are sitting in the customs office at the starport. After reviewing your evidence, Agent Muldoon hits his communication console. "Agent Conley, locate and apprehend Starport Broker Olanda Truitt on charges of selling slaves." Muldoon picks up the holocrystals. "You've done a great deed, here," he says to you. "Your approach was a bit dangerous, of course — and if you hadn't found what you were after you could have been in a lot of trouble." He gives you a stern look. "Still, when interstellar law is such a muddle, I suppose an old-fashioned hero sometimes gets more done than we can manage by the book. A lot of people care deeply about the injustice being done these past few years. We appreciate your help."

Agent Muldoon buzzes the outer office. "Send Nolt in here," he says. "Agent Nolt will see to it that your ship is repaired at no cost. We've got things under control now, and we'll be in touch in a couple of days."

Action: Olanda Truitt faces a long jail term. Vorkash Manufacturing is being forced to cooperate under threat of losing all Florian League business and having their assets seized. The Halkan government is arranging for the return of the other slaves on Viceroy, and holds a public ceremony honoring the characters and their efforts.

Alyssander has decided to stay on Halka now that he feels safe. Once the repairs to Kelle's ship are finished, the characters can continue on toward the Spinward Marches and home. •

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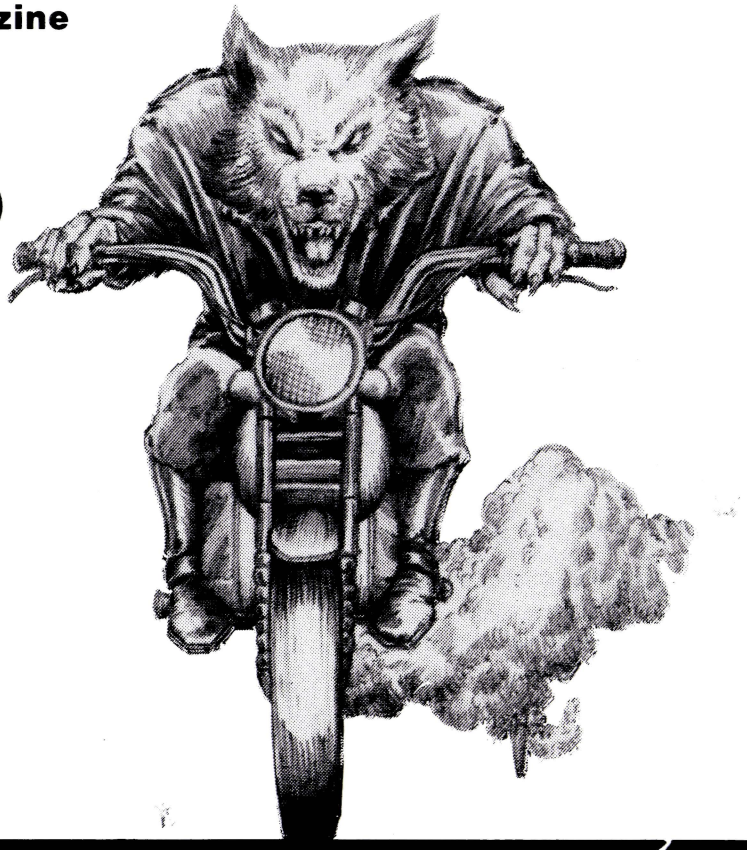


WHITE WOLF
MAGAZINE

The Hiawatha Gambit

MEGATRAVELLER ADVENTURE

—by Matt Frisbee

This adventure is intended for up to five characters. The group should be able to crew a free trader, although other characters may be included in the team. It is strictly for players who enjoy a high-risk, covert operation scenario.

This adventure takes place in the Spinward Marches, with most of the action confined to the Border Worlds; the starting date is 123-1120.

REFEREE'S SUMMARY OF NUGGETS

1. Setup: The characters have been hired by the patron (Sir Erik Taldrait) who is in truth being backed by Deneb Imperial Naval Intelligence. He provides preliminary instructions and a ship.

2. Off to Work We Go: The characters prepare to jump to Biter.

3. Rude Strangers: Two optional red herrings are available on the trip to Biter; a pirate attack or a hijacking attempt.

4. How Does One Descramble an Egg?: If the character that received a personal capsule for delivery on Biter decides to open it, the results are detailed.

5. "This Tape Will Self-Destruct In Five Seconds": Characters receive their mission briefing on Biter. A world brief for Sacnoth, the target planet, is included.

6. You Really Shouldn't Have: This nugget details consequences for the indiscreet courier character, if applicable.

7. Looking You Over: Characters arrive at Sacnoth and undergo customs inspection without tipping off anyone.

8. Button, Button, Who's Got the Button?: Characters discover that most of the persons they were supposed to recover have left the planetary university for parts unknown. The only remaining person (Dr. Marissa Kentarus) will be easy to find, but in order to get the target to come with the characters, they'll need to get her son (Devon Kentarus).

9. The Kentarus Apartment: Evidence shows that Devon has been kidnapped, so the characters must mount a rescue mission. A major lead is offered.

10. Vector Interstellar Shipping: This nugget gives full details on where Devon is being held, with diagram and contents of each area.

11. More Than One Way: Other ways of getting Devon back are described, besides assault on the shipping warehouse. Characters may choose to sabotage the opposition ship before escaping in their own.

12. Let's Blow This Popsicle Stand!: Getting away after the rescue is difficult and requires a desperate jump at 10 diameters. Space combat may also occur.

13. The Final Chapter?: Characters return to Biter to receive their payoff, thus ending the adventure. If using the adventure as a campaign-starter, the characters would be required to crew the *Hiawatha* up Spinward Main to Regina, and deliver the NPCs to the university there.

IMPORTANT NON-PLAYER CHARACTERS

Sir Eric Taldrait, Order of Deneb (Noble)

65689B Age 38 5 terms Cr100,000

JOT-2, Admin-1, Brawling-1, Computer-1, Engineering-1, Grav Vehicle-1, Handgun-1, Leader-1, Navigation-1, Pilot-1, Sensor Ops-1

Body Pistol, Snub Pistol, TAS Member

Starport A, Large, Standard Atm, Wet, High Pop, High Law, Avg Stellar

Taldrait is a man of action, believing adventure does more for his character than other noble diversions. Taldrait is also a tenacious sort, he refuses to quit until all options have been explored and tested (some have referred to it as plain stubbornness). His humor is quite droll, and has a touch of sarcasm mixed in it. He is very loyal to Archduke Norris. He has been placed in charge of the Free Trader *Hiawatha*, and has been given a generous amount of money for "operating expenses and crew salaries." He owns a pet tree rat which has a memory implant.

Dr. Marissa Kentarus (Scientist)

7659A9 Age 42 6 terms Cr88,200

Physics-6, Instruction-3, Computer-1, Grav Vehicle-1, JOT-1, Mechanical-1, Handgun-0

Starport A, Medium, Dense Atm, Wet, High Pop, High Law, High Stellar

Kentarus is a sociable woman who makes friends easily, and is well liked by both her peers and students. She has the knack of explaining even the most mind-boggling concepts in laymen's language. She is devoted to the raising of her son, allowing him the freedom to pursue his interests. She is the "target" of the mission, but will absolutely refuse to go off-planet unless her son is with her. She wil do anything within reason to protect her son from harm. She is also cautious and calculating, and can't be pushed around.

Devon Kentarus (Student)

776885 Age 17 0 terms Cr1,000

Computer-0, Grav Vehicle-0, Rifleman-0

Starport A, Medium, Dense Atm, Wet, High Pop, High Law, High Stellar

Devon is a student of slightly above average ability, who has been recognized for his innovation in problem solving. He is fascinated by space and space technology, and would like to join the Scout Service when he graduates from school. He is the independent sort, curious, and very indignant over his kidnapping. He will insist on some role for any operation that will help him get his "revenge".

The Free Trader *Hiawatha*

The ship is a fairly new, TL-15 Beowulf-class Free Trader that has been up-gunned for use in the Spinward Marches. It is armed with a triple pulse laser turret dorsally (TL-13, UCP Factor 3), and a triple missile launcher ventrally (also TL-13, UCP Factor 3) with a section of 6 kiloliters reserved as ordnance space on the lower cargo deck. When the adventure starts, the magazines are fully loaded with 60 Standard HE missiles (20 battery-rounds, weight is 3 tons) all of which have contact fuses. The ship also has a *Traveler* open air/raft and a *Trasea* grav "bike" in its garage.

1. SETUP

Players' orders are to crew the *Hiawatha* to Biter, where they will receive a complete mission briefing and equipment. They are to maintain a cover of free trader operations at all times. The owner/commander of the *Hiawatha*, Sir Eric Taldrait, is an agent of Imperial Naval Intelligence, but will be playing his part as a trader as well.

2. OFF TO WORK WE GO
(Preparing for lift)

Scene: When you report for work, you must post the announcements of the ship's availability for cargo and passenger hauling, and file flight plans with the starport authorities, etc. All of this can be done within the downport complex itself. The specifics indicate that the ship lifts at dawn tomorrow.

Action: By midday, the characters will have finished all of the work assigned to them, and can prepare for the incoming cargo contracts, which can be determined randomly by the referee.

There are two contracts worth mentioning, but they should not be overly emphasized to the players. The first is a 81 kl, 6 ton mail shipment to Biter, with the usual tamperproof seals. The second is a 13.5 kl, 0.5 ton security-sealed crate to Biter, from Lantok Enterprises to an import clearing house. There are a randomly determined number of passengers (which is not terribly important, unless the referee is planning a hijack for the Iron system stopover as a red herring) all of which are bound for Biter.

In the predawn twilight, a man arrives before takeoff and appeals to a character (selected at random) to deliver a sealed container small enough to be easily carried in a pocket to a Biter resident near the starport for a payoff of Cr50 now and another Cr250 when it gets there. The man will stress that the container should not be opened. If the courier opens the container for any reason, then refer to nuggets 4 and 6.

The flight should go very smoothly, with only a brief stop in the Iron system (Spinward Marches 1626-E529000-9) to refuel and calculate the next jump. If the referee wishes to complicate things, she could have a corsair lying in wait, or have an attempted hijacking interrupt things at this point. (Nugget 3)

3. RUDE STRANGERS
(Possible encounters in the Iron system)

Referee: There are two possible scenarios in this nugget, only one of which should be used if any are desired.

A. Scene: While dipping into the atmosphere of Iron's gas giant, your ship is approached by another. The stranger is not engaged in refueling orbits, but begins maneuvering to "high guard" position above you.

"Battle stations!" bawls Sir Eric, and sends your ship climbing out of its vulnerable position at its maximum thrust.

Action: The ship is a non-political pirate, human-crewed. Treat it as a corsair. The extra armament of the *Hiawatha* should tip the combat in the characters' favor. If they get in really deep trouble, have another honest ship appear and help them out, no questions asked. (These pirates are wanted men).

B. Scene: As you calculate your next jump, an alarm sounds shrilly. Lights on your boards indicate an intruder in engineering. A call comes through on intership communications, both to the bridge and to anyone outside the locked door of engineering.

"I've got a bomb here! You tell your captain to take us to Mithril or I'll blow us all up."

The voice is male, probably young adult, certainly somewhat hysterical.

Action: The demand to go to Mithril seems ridiculous. The world is totally uninhabited, though inhabitable. As it happens, one of the passengers is a member of a fanatic political offshoot group which is currently trying to claim Mithril for themselves. He has some supplies in his baggage. His emotional state is perhaps his greatest weakness.

The door to engineering cannot be opened from the corridor, but Sir Eric could override it from the bridge, and there are some anti-hijack gasses he can use to disable the passenger. Play this out at your discretion, including possible damage that delays the ship while repairs are made. The bomb the hijacker claims to have is only powerful enough to blow up the ship if precisely placed in the power plant, and if he is kept distracted he will not be able to place it or set the ignition.

Once the action (if any) settles down, the ship proceeds to Biter.

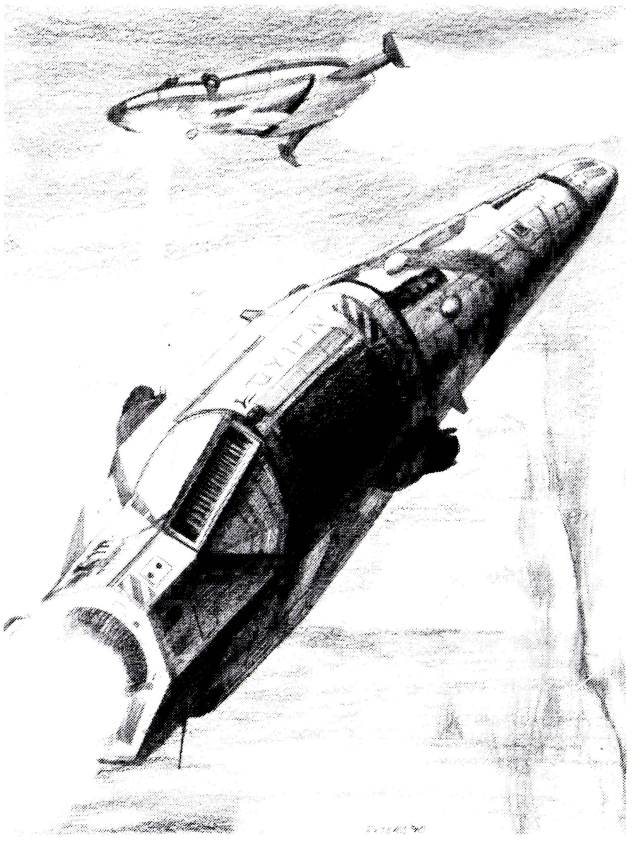
4. HOW DOES ONE DESCRAMBLE AN EGG?
(For curious characters only)

Scene: If you open the container entrusted to you, you discover that it contains a holocrystal, a fairly common method of sending messages with a personal touch. When (or if) you play the crystal, it will show nothing but static and garbled noise.

Action:

To realize the crystal is encrypted:

Routine, Int, instant



Since the message cannot be delivered with a broken seal, the character can do what he likes with the holocrystal.

If the character wants to try decrypting the recording, it will take the ship's computer and time to accomplish it, as outlined in the task below.

To decrypt the recording on the holcrystal:
Difficult, Computer, Intelligence, 2 hours, safe

Referee: Failure simply indicates the current decrypting program failed. Roll 3D x 2 hours for time spent on the useless program, and the character must make a Routine Task roll, modified by his determination, in order to make another attempt. Also, the time spent for each attempt made may be broken up into several periods, as the character's schedule allows.

Once decrypted, the holocrystal will show a man (the same one that gave the character the container) narrating a series of still holos, with the text listed below. Still holo descriptions are in parentheses.

"Altar Miros, report number 122, date 125-1120. (Full-length view of Sir Eric Taldrait.) The subject discussed in my previous report has acquired a free trader, listed under the name *Hiawatha*, probably from the DINI.

(Views of the characters, magnified from distant holo-shots while they were near the ship.) "Taldrait has hired a crew, and they will have arrived at the starport there by the time this report is viewed. The materials you requested in communication 104 will have been delivered to the location specified by the time this reaches you.

(Full length and technical views of the *Hiawatha*.) "Best information indicates that the ship has better firepower and higher-tech equipment than most of its class. In all probability, its security systems are more sophisticated also, so any activities involving it should take this into consideration.

"(The man alone) My operation here may have been compromised in the latest activities of our group, so internal security measures have been taken. It is my personal belief that we will be able to continue our duty here, but precautions should be taken in case I am wrong.

"Pertaining to requests in communication 104, the following persons have not been located (holo accompanies each name): Dakar Brogia, Ph.D; Jula Horotike, Ph.D; Dr. Theo Pattarik; and Allison Siatai, Ph.D. Evidence indicates that all of them left more than one standard year ago, and chances of their returning here are slim. Messages to our other groups have been sent, and reports from them are forthcoming.

"(Holographic star map of the Sword Worlds, Lunion, District 268, and Glisten subsectors.) The Aslan situation continues to worsen. Latest conquests place them only six parsecs from here, with little sign of slowing. Current estimates would have them here by mid-1122. The Imperial communications place the Vargr raids near Corridor higher on the Archduke's priority list that the Aslan conquests.

"Your reports of the success of Project Beacon are a continuing source of inspiration to the group here, and knowing that they helped accomplish it makes it that much more rewarding. This is the end of report 122."

How the character wishes to handle this is really up to him, and there are a few courses of action he can take.

If the character suspects that the security-sealed crate they are carrying has anything to do with the message (an admittedly reasonable train of thought), he may try to open it. The crate contains only what is listed in its manifest,

which is a case-lot of advanced holorecorders and blank holocrystals. Breaking into the crate is also a crime, and the person(s) responsible could be held liable for any damage to the contents, plus a Cr10,000 fine.

If the character decides to bring this to the attention of the rest of the crew, Taldrait will mention that the person they are going to meet on Biter will be very interested in it.

If the character is dense enough to try to deliver the message in the container with a broken seal (or in a different container altogether, or without a container), he is going to get into trouble, which is detailed in a later section.

5. "THIS TAPE WILL SELF-DESTRUCT IN FIVE SECONDS."

Scene: When the ship arrives at the Biter Down complex, the first priority is the offloading of the cargo, which will take several hours. Under cover of darkness, Taldrait receives a visitor and gathers the crew in the passenger lounge for a briefing. Taldrait also attends the briefing, of course, as does his pet tree rat, which is friendly with all of the characters by now. It spends its time climbing into and out of laps.

The visitor identifies himself as Bryan Nukoor, chief of the Biter operational office of DINI. He is an older man, but has plenty of backbone and fire. He smokes a pipe, using it as a pointer when necessary.

Action: The points Nukoor will cover are listed below.

1. The Sword Worlds have mounted an intelligence gathering network in this area since the end of the Fifth Frontier War, hoping to gain some useful information that might help their government's cause against either the Border Worlds or the Darrian Confederation.

2. The Universities of Regina and Rhylanor had been engaged in an exchange program that traded teachers for a few terms. By kidnaping the best and brightest from the

Imperium and extracting their knowledge, the Sword Worlds governments hope that their technological disadvantage could be resolved.

3. The emphasis has changed recently from conquest to defense, as they appear terribly concerned with the extent of the Aslan conquests. The Sword Worlds have actually refitted a battlecruiser with Tech-13 weapons and sensors, and have also begun refitting their SDB's using the technological improvements.

4. The Archduke has decided that no further risk should be taken by the educators. He has issued official orders to all remaining Imperial teachers and scientists to leave the Border Worlds and Imperial Fringes and return to the institutions that sent them.

5. Specifically for the characters, the following personnel must be evacuated from Sacnoth as soon as possible: Marigo Dernu, Ph.D; Jen Gronnia, B.S.; Marissa Kentarus, Ph.D; and Torrak Nugack, Ph.D. Any family members may be brought along as well, but specified persons take precedence. These persons must be transported to Biter for confirmation of their identities.

6. Whenever possible, the ship and crew must maintain their cover as an independent trading vessel, and should abide by local regulations. The Imperium will make no official efforts to aid the characters should they get into trouble.

Nukoor will then ask if the characters have any questions. The referee can probably ad lib these, but Nukoor will probably refer to the text above. Any information about the Sword Worlds' intelligence gatherers will be most welcome, and other information about the planet will be forthcoming (World Brief on the next column).

Nukoor promises that an air/raft will bring a crate containing what he thinks the characters will need on Sacnoth to complete their mission; he then leaves.

The characters will probably be engaged in post-operative maintenance as well as flight plan filing, advertising, and so on, for the rest of the night, so only the hard-core revelers will venture out after the work is done.

If the character with the container hasn't opened it, he can deliver it, collect his Cr250, and get back to the ship in about an hour.

Around mid-morning, Nukoor will be back with a crate about 4 kl in volume, and about 200 kg in weight. He will act as if he's never met the characters before, handling the transaction in a very business-like manner.

Opening the box (hopefully in the privacy of the cargo deck), will reveal:

1. A holocrystal with the following information: World Brief of Sacnoth, personal data on all of the target personnel, personal data on known Sword World agents on the planet, the recorded personal orders for each target, and detailed survey data of the Sacnoth star system.

2. Filter masks enough for all crew members, targets, and their families, plus ten spare filters.

3. Three Shotguns (with 60 rounds pellet ammunition in disposable magazines), 1 Autoshotgun (with 10 rounds each of pellets, tranq, and gas), enough cutlasses to arm the crew, and 5 Breaching charges (with variable fuses).

4. A special box with 6 stun grenades inside. These grenades create a lot of noise and a lot of flash, and are intended to confuse and blind an enemy temporarily so that forces can close and capture them. When a stun grenade goes off, it affects all targets within short range of its detonation point. For each target roll 1D-3 (minimum of 1), the result being the number of combat turns the target is blinded and/or deafened. In enclosed spaces, the roll should be 1D-1 (minimum of 1).

5. Enough cloth armor sets for the crew.

There are also some informational holocrystals and mini-computers for the returning scientists and teachers to keep them amused during the return trip.

WORLD BRIEF FOR SACNOTH/SPINWARD MARCHES 1325 B775956-C

Sacnoth is a busy, fertile world that supports a wide variety of plant life, but is deadly to humans. The atmosphere contains a high amount of carbon monoxide (CO), a colorless, odorless gas which locks onto the hemoglobin of red blood cells and prevents the transport of oxygen (O_2) to the cells. However, unprotected persons and animals can survive brief exposure to the atmosphere, as occasionally happens when a filter mask fails. Most of the buildings and vehicles are sealed so that filter masks are not an aspect of everyday life.

In general, a person can survive unprotected for a number of days equal to his endurance. For each full day exposed, reduce the character's endurance by one. When the score reaches two, the character will become short of breath, become weary easily, experience dizziness, mild headaches, and slight nausea. These effects become even more pronounced once the character's endurance drops to one. When the score reaches zero, the character must have immediate medical help or he will die in another 1D days.

Sacnoth has vast petrochemical resources, and this forms the backbone of its economy. Its major exports are petrochemicals, plastics, and various items fashioned from these materials. Its major imports are filters and filter elements, luxury items, and livestock.

The government is a feudal technocracy, which has many factions and separate governments working with each other. People are born into their lines of work, and are trained from birth to fulfill their destinies. Birth control is rigorously practiced. The planet's armed forces are allied with none of the factions, but committed to keeping peace within the star system and protecting it from outside threats.

The Autonomous Zone, an area of the planet that no faction can claim or control (by mutual agreement), is a one-thousand-square-kilometer area that surrounds the starport. It contains the University of Sacnoth, all of the offices of off-world businesses, of the necessary businesses to support the populace of the area, and the living units for its population. The area is policed by a company hired by the planet, and the law level reflects that zone only, since off-worlders are not allowed into other areas (except under very special circumstances).

Residents of the Autonomous Zone are usually much more hospitable than the natives, who wouldn't give an off-worlder the time of day unless absolutely necessary. It is usually best to deal with a representative or an intermediary when conducting trade with any of the factions.

The AyZee (as it is called by its residents) abounds with diversions and entertainments for a wide variety of tastes and budgets, but the most popular of these are the many casinos and gambling palaces. Overall, a traveller gets the impression of a crowded, urban society, much like that of Hong Kong on Terra, back around -2,500.

6. YOU REALLY SHOULDN'T HAVE
(If the container is delivered with a broken seal)

Scene: The person at the address seems slightly upset and eyes you speculatively, but pays you anyway. Later, as you wander back toward the ship, window-shopping as you go, you hear footsteps behind you. When you look back, a form is just disappearing into an alley.

Action: A Sword Worlds' agent is trying to assassinate the character with a snub pistol loaded with HEAP rounds. The assassin will be wearing cloth armor, has a hits rating of 3/4, has handgun-1 with his weapon, and will probably run if the character manages to return fire. He cannot be captured, but fake a task roll if the character tries.

Any major law problems can be handled quickly by Nukoor's organization, and the character will have two full weeks to recover from any wounds.

7. LOOKING YOU OVER
(Arrival at Sacnoth)

Scene: When your ship arrives at Sacnoth, you are instructed to dock at the orbital facility for a routine import inspection. All the "special equipment" you have on board had better be hidden, quick! But once you are docked, the officials come aboard and confine their activities to the cargo decks, checking manifests with actual cargo present.

Action: The characters that are present for this should make the task roll below, since they have all viewed the holocrystal included in their cargo package.

To identify one of the inspectors as a Sword Worlds agent:
Difficult, Intelligence, Instant, (uncertain), safe.
Referee: Only on Total Truth will the character recognize one of the inspectors as an agent outlined in the holo.

The inspectors will prove most understanding about small discrepancies on the manifest (if given a reasonable explanation), and will give the characters a holocrystal detailing the trade laws of Sacnoth, and their stamp of approval to land at the Downport facility.

The agent had no particular instructions to look out for the characters. (His orders are still more than a week away.)

The characters will once again be involved in refueling, discharging passengers and cargo, and maintenance checks. Taldrait will insist on having the ship ready for departure on short notice before passing out paychecks and engaging in the search and rescue operations.

8. "BUTTON, BUTTON, WHO'S GOT THE BUTTON?"
(Search for the target persons)

Scene: The University of Sacnoth is a compacted campus of interconnected buildings which are sealed off from the outside atmosphere, and visitors to it must register at the Campus Information Offices. The pretty clerk is quite willing to help you find your "friends", but it turns out that most of them left the University about a year ago. Kentarus is the only one left, and the clerk directs you to her office, remarking that "the doctor sure has become popular all of a sudden."

Action: When pressed for further information, the clerk can only remember that another man asked about the doctor's address about two days ago.

Marissa Kentarus is calmly working on her holo-display computer terminal, munching a pastry, and she will be quite startled at the sudden appearance of people she's never seen before. Once the situation is explained to her, she will have several objections, and will not entirely believe that the Archduke is really on the recording. The computer image processing lab can confirm that the image is Norris.

To convince Dr. Kentarus that the recall message is genuine:
Routine, Admin or Streetwise, 3 min (unskilled OK)

Once convinced, the doctor will make a call and explain to the dean, and pack up her belongings to join the characters. She has a teenage son who is at home; they can drop by and pick him up on the way. However, if she calls ahead, her son does not answer the call.

9. THE KENTARUS APARTMENT
(Why Devon doesn't answer the phone)

Scene: This used to be a very nice, roomy, two-bedroom flat in a good part of town, but it has been ransacked and shows signs of a fight. There are small smears and occasional droplets of blood in the living area, along with torn up furniture and small items lying haphazardly about. The rest of the place is in the same shape. The holorecorder in the den is displaying the frozen title "Play Me." Upon playing the message, the holo will show a man holding the limp form of Devon Kentarus. "Okay, Doctor, if you want to see your kid alive again, I suggest you vidphone the number on the card under the recorder. If you tell anyone about this, you can forget about the kid."

Action: Marissa now acknowledges that there was an incident on campus a few days ago, which she did not realize was directed at her. One man with a tranq gun was arrested by campus security, two others escaped. She laments bitterly that she did not bring her son on campus where he would have been better protected. She is somewhat hysterical and must be prevented from calling the indicated number at once.

It might occur to someone to crosscheck and find the owner of the number.

To obtain the address matching a given call code:
Routine, Edu, Computer, 1 min

The number is a private line out of the offices of Vector Interstellar Shipping, a firm that operates out of the Downport Complex, and some more work will indicate that a free trader registered with the company is in port.

Taldrait will insist that Marissa be brought aboard the *Hiawatha* immediately, so she can be better protected. Marissa pleads with the characters not to jeopardize Devon's life by calling the police. They might choose to do so anyway, from a public vidphone to avoid any possibility that the Kentaurus phone is tapped, but however they make contact, the kidnappers are alerted within four hours by clumsy police action and Devon is moved immediately to the *Starwave*. Unless the characters are able to prevent this, the boy will be taken off planet and Marissa will flatly refuse to leave without offering herself to the kidnapers in exchange. Taldrait will tranquilize her if necessary, but back on Biter she will raise legal cain for the characters.

The kidnapers may also try again for Marissa herself, leading to a confrontation near the *Hiawatha*. If captured,

they can be forced to reveal Devon's hiding place, either here or on a Sword World to which he is being taken. Off-world, however, the characters will be unable to help him.

10. VECTOR INTERSTELLAR SHIPPING
(If the characters try to find Devon themselves)

Scene: The offices are in an aging warehouse near the hangar bays of the downport. Guards are present, well-armed and alert though not numerous. The office staff is efficient. You recognize the manager from the holo in the apartment. One of the cargo lift operators has a nasty bruise on his face and a split lip, and was also on the holo in the Kentarus apartment.

Action: Direct confrontation is a bad idea. The staff will deny any knowledge of Devon Kentarus, and would then be alert to the characters' intentions.

Devon is being held in a back office in the warehouse, a fact which could only be discovered by a covert break-in. Devon is slightly the worse for wear, having resisted his abductors fiercely before being captured. Overall, he is in good health and good spirits, and more than ready to pay back his captors with interest should the opportunity present itself. The warehouse is detailed on the next page in case the characters choose to break in or to fight the kidnapers.

Taldrait has one ace up his sleeve which could make a break-in less necessary. The tree rat is no ordinary pet; it has an implanted memory module and enhanced intelligence. It will accept commands to investigate a place. (No one will be surprised to see such an animal wandering the streets or even the warehouse.) It could be sent in to try to sniff out Devon's whereabouts. (If anybody shoots at it, the characters have more incentive to get rough with the bad guys.) The tree rat cannot free Devon, however; it can only report his location.

The warehouse normally employs 5 full-time personnel during the workday. There is one security guard posted in the booth, and this number increases to 3 during the off-hours. (The night shift guards, the manager, and the cargo lift operator are all Sword Worlds agents.) Each of the guards wears jack armor and carries a 2-way radio, a cudgel (nightstick), and a shotgun loaded with pellet rounds. The manager is also spending his nights here (keeping an eye on Devon), and carries a shotgun loaded with pellet ammunition, but does not wear armor. All of these people have hits ratings of 3/5. Lying around the warehouse are various small objects that can be used as weapons in a pinch.

11. MORE THAN ONE WAY
(Other rescue options, referee information)

Referee: If the characters delay until around dawn, then Devon will be moved from the warehouse to the *Starwave*. The company owns an open-topped air/raft, and Devon is moved with 4 guards and the manager. The stun grenades would be a real help here.

Hangar Bay 23: This is an enclosed area without life support, meant to protect the ship inside from the elements. The maintenance team left late in the night, and didn't tell the *Starwave's* captain they were done. Thus, the ship's security program is still disabled and will be until mid-morning. The technicians have powered up the ship's powerplant, though (they needed the power to check some subsystems).

Until the crew wakes up, sabotaging the ship will be a simple process, because the technicians have left most of the maintenance panels open. The ease of the operation depends on the timing of it.

Bait and Switch: Any suggestion of a fake exchange will be immediately put down by Taldrait, who will point out that putting Marissa at risk of capture or worse is playing into the enemy's hands.

12. "LET'S BLOW THIS POPSICLE STAND!"
(Escape with the Kentaruses)

Scene: When you get Devon aboard the *Hiawatha*, everyone is anxious to get away fast. Taldrait has kept the ship warm and ready, so you can take off at once.

Action: If the *Starwave* is still spaceworthy, it will be about 15 minutes behind the characters, and it is armed with a triple beam laser turret (TL-7, UCP 3) and a single sandcaster turret TL-10, UCP 3) with 12 battery-rounds. Referees can use their discretion with the battle situation, but the *Starwave's* gunners and pilot are all level 1. The fireworks will bring the authorities into it, resulting in an SDB intercept as explained below.

If the *Starwave* is out of commission, have the starport authority calling the *Hiawatha* about some indiscretion or other (blowing up parts of the other ship, taking off without clearance, the police want to talk to them about some weapons being fired, and so on) as soon as it reaches orbit. The characters will ignore this, since they don't want any legal involvements. This will result in SDBs being called down from their normal patrol routes. Careful analysis of vector plots for the SDBs will indicate that the ship could be fired upon just as it reached 10 diameters.

To predict an interception point:
Routine, Pilot, Computer, 10 sec

The jump will have to be attempted at 10 diameters. Do the jump attempt by the book, but feel free to assign your own DMs based on how well the characters have been doing. After all, good role-play should be rewarded. If they land deeper in the Sword Worlds, they will need to conceal their mission and get back on course as quickly as possible before any message catches up with them.

13. THE FINAL CHAPTER?
(Closing the adventure, referee information)

When or if the characters successfully return to Biter, they will drop off both of the Kentaruses for a brief and successful positive identification. After this, the characters will be paid an amount up to the maximum of Cr10,000 each, at the referee's discretion. If the adventure is short term, it ends here.

If this adventure is intended to be a campaign-starter, then the group will be assigned to transport the Kentaruses back along Spinward Main to Regina, while conducting various missions as dictated by the DINI operative groups along the way, as well as maintaining the *Hiawatha*. •

The VIS Warehouse: This is a typical prefabricated warehouse that has been sealed from the outside and has its air filtered and climate controlled. The numbered areas are listed below.

1. The receptionist's office. This room contains a few chairs, a large desk and computer terminal. The company's correspondence records are kept on holocrystals in the desk. There is considerable correspondence with agencies of the Sword Worlds' government on Gram.

2. The contractor's office. This room has another desk/terminal combination and a few comfortable chairs. All of the payment records and specifics on shipping contracts are kept here. The files show a complete listing of all the ships currently operating for the line, and also show that a free trader, the *Starwave*, is in port at hangar bay 23 and is due to finish its annual maintenance check that evening.

3. The inventory/computer office. This room contains the building's computer system, and also serves as the inventory records office. It has a bank of computer systems and another desk/terminal combination. The files can show precisely where any item is stored in the warehouse, but do not show where Devon is being kept.

4. The employees' lounge. This room has a few tables and chairs, a refrigerator, a holovision unit, a snack and beverage dispenser, and a vidphone.

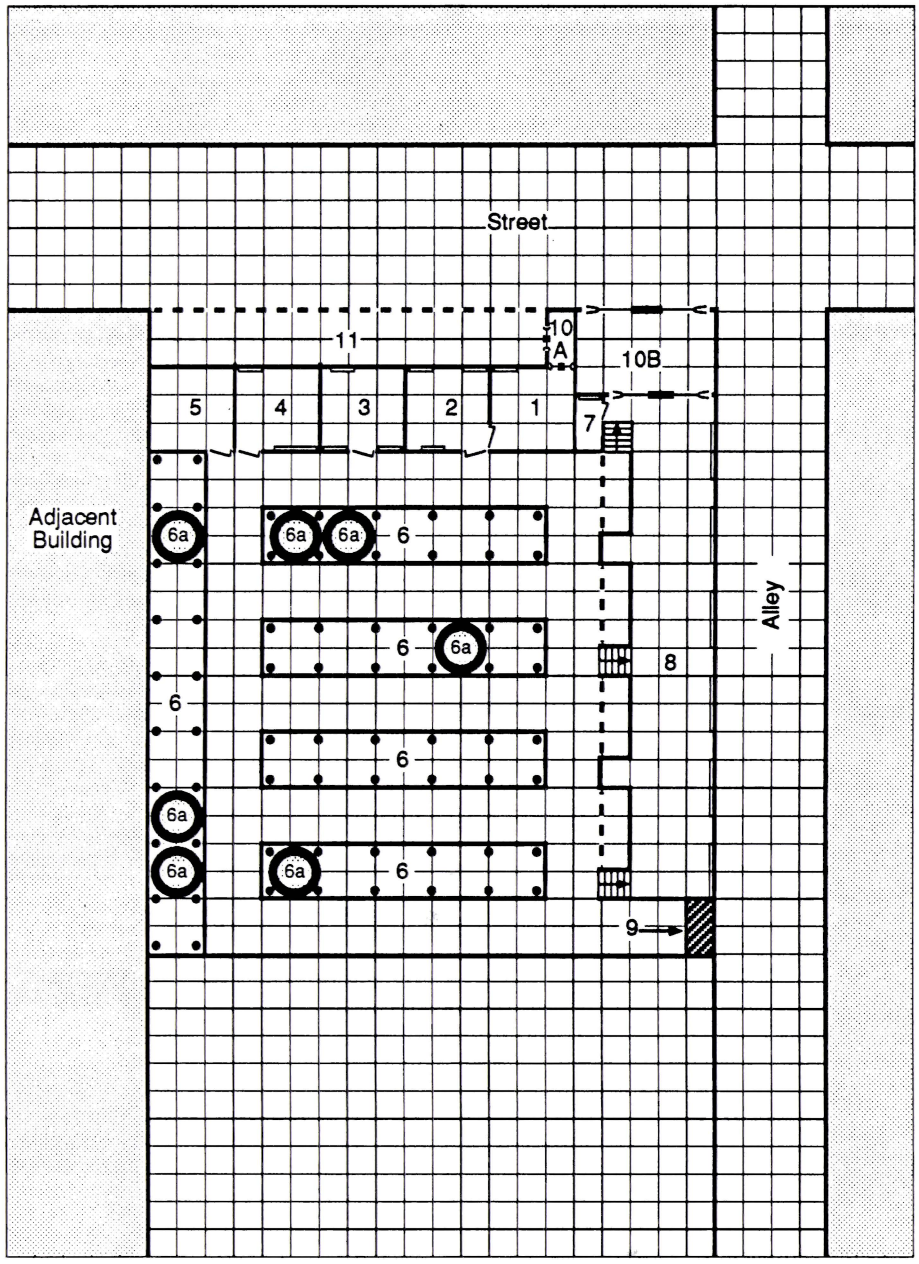
5. The storage room. This room contains various tools, cleaning equipment, a small lavatory, and spare parts for the cargo lifts that are used here. Lately, it has been used as a detention area for Devon Kentarus, who is bound and gagged in a locked storage cabinet. The room's door has a keypad lock, but is made out of light wood and can easily be kicked open.

6. The storage racks. These metal frames hold several levels of boxed and crated goods awaiting shipment. The racks extend all the way to the roof, 5 meters above the floor. The floor is smooth concrete. The lowest level has various nooks and crannies that will provide cover and concealment in a pinch. A few of the containers have various warning labels (i.e. flammable, corrosive, poison gas, etc.) concerning the handling of their contents. Some of the racks (numbered 6a) are tanks for cryogenic storage, showing frost on their outsides. None of these items would be very safe if broken open in a firefight.

7. Security guard's booth. This room has a small computer terminal, a radio base unit, a vidphone, and controls to the cargo airlock (10B). The radio is preset to the roving guards' frequency, and a person can set off the security alarm from the computer terminal.

8. Loading docks. The projections from the warehouse are about 1 meter higher than the floor, and this area's ceiling is the same height as the warehouse.

Map of the Warehouse



9. The service area. This area contains the equipment to recharge the two cargo lifts that operate in the warehouse. In the very back of the room is a garbage compressor with external access. The inner doors cannot be opened from inside the device.

If a security alarm is activated (this can only be done from the security guard's booth), the police will be there within 5 minutes, and a series of loud alarms will go off throughout the building. If the alarm goes off, the manager will make his way from his office (2) to the storeroom (5), to get Devon. The manager will use Devon as a hostage to escape, if possible, but will make the mistake of trying to kill another character if trapped.

10. Airlock. These units cycle out tainted air while pumping in purified air. It takes about 10 seconds to cycle the personnel lock (10A), and about 30 seconds to cycle the cargo lock (10B). Note that while the 10A lock has internal controls, it will not allow anyone to enter during off hours unless a special code is entered on its keypad lock. The controls for 10B are in the security guard's booth (7).

11. Vehicle parking lot. While this area is sheltered by an overhang, its air is not purified. The company's open-topped air/raft is parked here when not in use. •

Reft

LIBRARY DATA OF THE SECTOR

—by James Holden, John Meyers, and Mike Mikesh

Vestus	Macon	Two Little	Barker
Usher	Sagit-tarian	Lost Way	Gorne
Void 8	New Islands	Old Islands	Limon
Alone	Evestin	Arcrant	Moibin

Reft: Subsector Key

Garden/Alone (0435 B755578-A): Isolated beyond easy jump distance, Garden has only been visited by humans within the past three centuries. Colonists first began to arrive in 1079, desiring a new world to farm in peace. Garden's relative inaccessibility to the rest of the universe suited them perfectly, as their initial thoughts were to get back to nature and leave much of technology behind.

Surprisingly, Garden's first explorers found the remnants of another civilization. This prior civilization — identified within the past ten years as belonging to the Salika, a non-human minor race — had abruptly ended around 1000. Buildings were still intact, and all signs pointed to a mass migration offworld. At the time, no one knew the identity or destination of Garden's original inhabitants.

The colonists found the planet's environment in an unbalanced state. Carbon dioxide concentrations in the atmosphere were abnormally high, warming the world's climate. Garden's climate was further worsened by its star, a long-period irregular variable, now in a bright phase. All in all, Garden was much less habitable than its name implied.

The settlers, with aid from the Imperial Ministry of Colonization, began a wide-scale atmospheric terraforming project. Designed to remove the excess carbon dioxide from the atmosphere, it has already started to show slight signs of cooling the planet's climate.

Garden's current inhabitants live by a strict conservation ethic. They refuse to use any sort of destructive or exploitive technology. They shy away from using chemical fertilizers or pesticides in agriculture, and put considerations of environment foremost in their work. What technology exists on Garden is used for power, communications, or environmental control purposes. The starport is the only planetary installation to sport a high degree of automation.

Lintl/Vestus (0503 B739AEE-F): A cold world, Lintl is the capital of Vestus Subsector. Its 39 billion inhabitants are bound by the constraints of the local religion (URP A74015-A). Lintl is governed by three autarch-priests, who interpret and execute the demands of the faith.

REFT SECTOR OVERVIEW

In 1120, possession of the Reft worlds is divided among multiple powers. On the Great Rift's spinward side, Norris' fleets hold sway. From the provincial capital at Lintl/Vestus (0503 B739AEE-F), his Domain of Deneb solidly extends its reach over three subsectors.

Norris' rimward borders are not without encroachers, however. Invading ihatei from the Aslan Colonies in Trojan Reach have begun to move into the sector. At present, these Aorlakht — "New Lords" — have wrested control of seven systems from Deneb, and their expansion shows no indication of slowing.

Tonnurad/Usher (0416 B463695-7) has been the site of vicious fighting between Aslan and Denebian vessels. Originally an independent world, Tonnurad has managed to drive off most of the Aslan with the help of Denebian forces. Nevertheless, the ihatei dominate the space around Tonnurad, and military analysts voice little hope for this inconspicuous world's future.

The Aslan encroachment on Tonnurad was launched from nearby Bastion/Usher (0118 B737332-B). In pre-Rebellion times, Bastion was the location of a small Naval base. When word of Strephon's death reached Reft, the base was closed down, and operations were moved to the larger base at Aldaya/Usher (0212 B885620-6). Unfortunately, as the Aslan moved in, both Bastion and Aldaya fell into their hands. The bases now serve the fleets of the powerful Hreakhari clan.

Farther to trailing lie a number of non-aligned systems within the Rift. The worlds of the Islands subsectors have scarcely felt any direct effects of the Rebellion. True to their past, the Solomani-descended inhabitants of these worlds continue to quarrel among themselves. The balance of power between the region's eight major powers remains precarious.

Also situated in the depths of the Great Rift is the Droyne world of Zamoran/Two Little (2108 B674675-A). Although not as famous as some of the Domain's other Droyne worlds — Auitawry, Zeen, and Andor, especially — Zamoran is relatively prosperous.

The Zamoran system is a crucial stepping-stone en route to the mid-Rift Naval base at Arnorac/Barker (2509 B381468-A), a Denebian client state. A small amount of trade is conducted between the Droyne and travellers passing back and forth along the Arnorac route. Naval activity at Arnorac has increased markedly since the onset of the Rebellion.

Most worlds along the Rift's trailing edge have been absorbed by Dulinor's Domain — officially titled the Federation of Ilelish since 1119. Cyril/Moibin (2738 A7A69B9-F), the old sector capital, declared for Dulinor without a struggle. This act has grieved sizable numbers of Cyril's five billion inhabitants, however, and vehement anti-Ilelish action groups have repeatedly caused trouble over the last several years.

Anti-Ilelish sentiment is not confined to Cyril. The Tapazmal of Moibin Subsector initially sided with Ilelish because of its proximity. As time passed, though, the Tapazmal came to resent Dulinor's federalist policies, which threatened the traditional conduct of Tapazmal affairs. Brusque Federation artifact-hunting at Dlaekan's archeological sites did little to improve relations.

Objecting to this, Hoilhapuli/Limon (3229 B76565A-8), the most distant Tapazmal colony, turned to Strephon following his reappearance in mid-1117. Guerrillas from Hoilhapuli are now working to free their brethren from Dulinor's control, but so far, Ilelish holds Dlaekan and the other five colonies.

In Lintlian belief, all beings are elements of a mass consciousness, the Totality. The Totality is defined as the sum of all individual minds. By living according to the standards of the faith, each individual can maintain his contact with the Totality after death; otherwise, he is condemned to an endless future of complete mental isolation.

The autarch-priests have inculcated this belief into the minds of the populace, linking the world's laws with the religion of the masses. Despite Lintl's high population, order is maintained through a dogma of fear.

R'bak/Sagittarian (1314 B387777-3): Red Zone. R'bak is the only system in Sagittarian Subsector. Meteor swarms present a considerable hazard to navigation. Travellers are advised to adhere to guidance instructions from the starport authority as inner system travel is especially threatened. The starport for the system is located at one of the space habitats in synchronous orbit around the main world. The world itself, however, is interdicted.

Centuries ago, before the Third Imperium restored interstellar exchange, insystem shuttles fell into disrepair, and the world's inhabitants were isolated from their fellows in space. The ground society quickly descended to barbarism and forgot the people in orbit.

In recent times, the habitat dwellers have replaced their interplanetary craft with Imperial aid, and they now have the equivalent of a B-class starport. At the Imperium's insistence, however, they have not recontacted the population on the ground. The Imperial Navy has requested that the developing cultures be protected from the interference of outside activity.

This last fact has drawn some attention in the sector news media, for the Navy is rarely interested in protecting developing cultures. Generally, it is the IISS that takes the interest in placing such worlds off-limits. Rumors of unusual lifeforms and psionic activity among R'bak's ground-dwellers persist, however. These rumors have led some researchers to pinpoint R'bak as the site of a top-security military research project.

Tapazmal: Minor human race native to Dlaekan/Moibin (3134 A383657-D). Dlaekan is a hot world, its mean surface temperature exceeding 70 degrees Celsius. Dlaekan has an unusually dense core and a surprising amount of tectonic activity. The early Tapazmal lived on the slopes of Dlaekan's high peaks, where the atmosphere was thinner and temperatures lower.

Physically, the Tapazmal are little different from the rest of humaniti. One notable feature is their low birthrate, a result of geneering by the Ancients. This modification likely served to limit Dlaekan's population in Ancient times, thereby conserving the mountains' scant resources.

Interstellar contact in more recent times first came around -4700, when the Loeskalth — another minor human race, native to neighboring Gushemege Sector — intermittently raided the Tapazmal for artwork and other valuable objects. (The Loeskalth had long since received jump drive from another Vilani client, but were not absorbed into Vilani culture until later.)

These raids continued until the Vilani themselves came to Dlaekan several centuries later. The Tapazmal eagerly accepted Vilani offers of technological aid and protection, at the cost of submerging their native culture in the Vilani Way. Tapazmal civilization grew under Vilani custody, but it never reached beyond Dlaekan.

This situation changed after the First Imperium's fall. Old cultural records were unearthed and studied, and the Tapazmal tried diligently to return to the ways of their distant ancestors. The expanding Solomani, eager to have a base in the area, granted the Tapazmal several colony worlds in return for their cooperation.

Today, the Tapazmal occupy six worlds in Reft — Dlaekan, G'haenbaz (2733), Bokilbom (2834), Pamraeltan (2932), P'hakar (2934), and Hoilhapuli (3229) — as well as one world in Gushemege: Choltonrul (0136). Despite their reach, the low numbers of the Tapazmal have kept them from being a major force in Imperial politics.

The Tapazmal are known for their great artistic and architectural skill, combining modern technology with traditional styles and motifs. A conservative, unaggressive, and mystical people, their roles in society are strictly defined. Individualists defy the old standards at substantial risk. Nonetheless, Dlaekan and its daughters are pleasant worlds, their inhabitants hard-working and at peace. •

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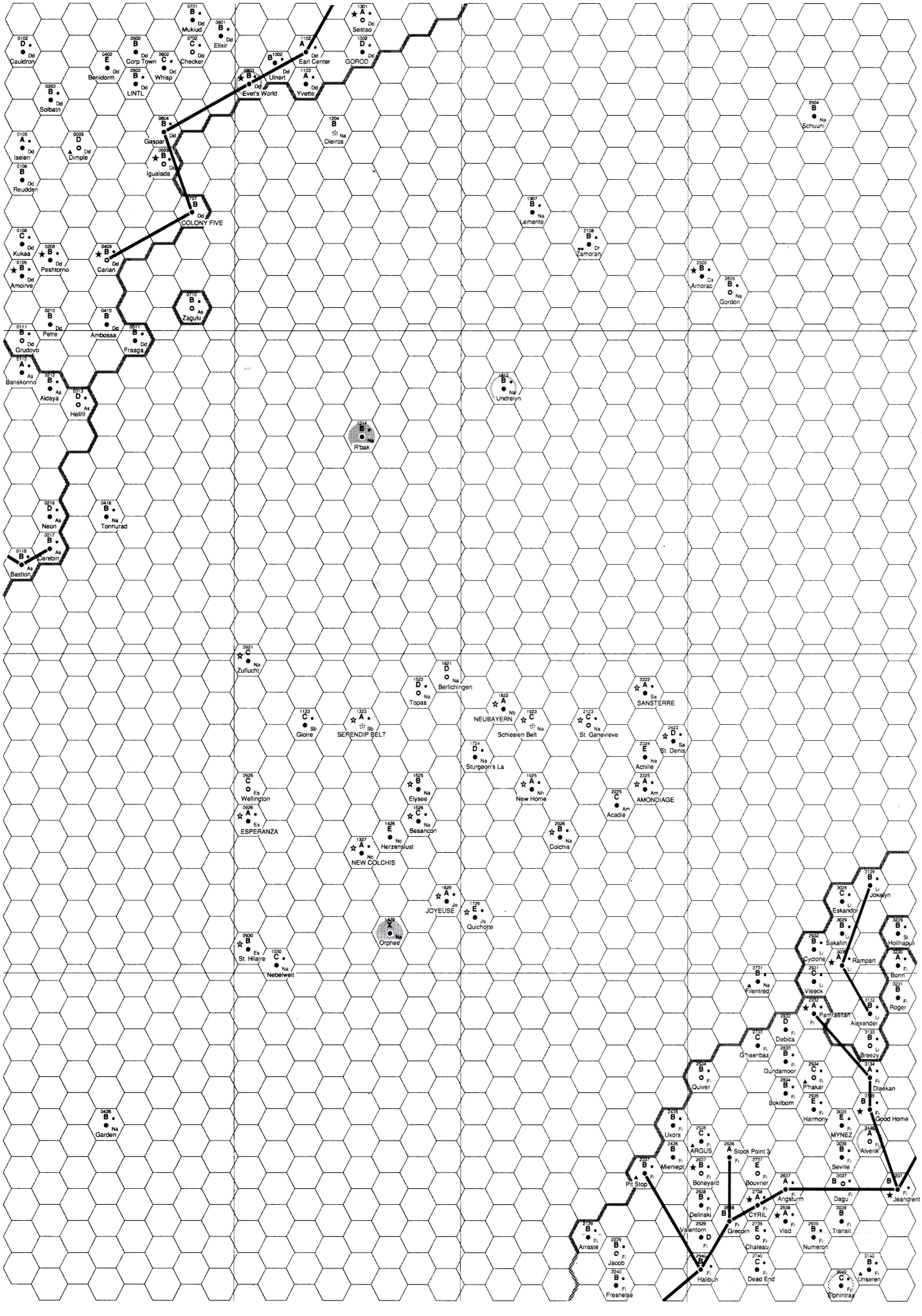

Reft Sector — Circa 1120

Trojan Reach

LIBRARY DATA OF THE SECTOR

—by James Holden, Mike Jackson, and Clay Bush

Menorial	Egryn	Pax Rulin	Gazulin
Yggdrasil	Dpres	Sindal	Tobia
Nora'a	Goertel	Tlaiowaha	The Border -land
Ranib	Silraaihe	Hkea'as	Binary

Trojan Reach: Subsector Key

Floriani: A human minor race native to Floria/Yggdrasil (0213 A467942-F), the Floriani are notable for their dimorphism. The ruling group, the Barnai, are short and weak, while the workforce is comprised of Feskals, large, muscular, and unintelligent. Other minor details of anatomy also set them apart from the rest of humaniti.

Although accusations of slavery or exploitation might be voiced in Imperial society, the relationship between Barnai and Feskals is perfectly acceptable to both parties. High ethical standards combine with the stoic Floriani demeanor to foster cooperation and solidarity in defiance of physical differences.

The Floriani are also noteworthy for their unusual path of technological development. Highly advanced in the realms of transportation and weaponry, the Floriani are abnormally backward in the life sciences. Within the Florian League, the masses have odd notions toward technology, and all Floriani instinctively shy away from true research. Even creativity in the arts is a rarity.

The Floriani expansion began in -170, when Barnai technicians managed to duplicate a jump drive found in a wrecked Aslan ship. Contact with the Imperium followed in 185. The Florian League itself was formed in 506. The League is governed by a hierarchy of councils, where councilors are chosen from among the Barnai populace by lottery.

Referee: The Floriani are not naturally evolved humans. They originated as an artificial race created by the Ancients using human genes as a template. Their dimorphism was deliberately induced to create versatile servants — the Barnai excel at mental tasks, the Feskals at physical ones. It is not possible for the two forms to interbreed; they are technically two separate, symbiotic species. The Floriani tendencies toward stoicism, contentment, and conformity are also the results of Ancient efforts.

TROJAN REACH SECTOR OVERVIEW

The political situation in Trojan Reach is one of utter turmoil. As news of Strephon's assassination leaked across Imperial borders, the sector's governments fell into disarray. Although few at first realized the full extent of the danger, the Florian League and Glorious Empire immediately readied their military forces.

The prime threat came not from the rapidly splintering Imperium, but rather from the Aslan. The landless ihatei of the trans-Rift colonies seized the opportunity to expand. Backed by their fellows in the Hierate, they swept out of Aslan territory into the vast no-man's-land of the Reach's central subsectors. As they pressed onward into Imperial territory, lesser powers were overrun.

By the end of 1117, most of the Florian worlds in Nora'a Subsector had fallen to Aslan invaders. Apparently, the Aslan are content with these holdings, as they have taken little additional Florian territory in the years since.

Sophontologists are quick to point out that this is atypical Aslan behavior, as enough ihatei remain landless to intrude upon other Florian worlds. Some explain this strange behavior by pointing out that richer Imperial targets drew more attention. Others, however, point to rumors of high-tech Florian weapons, hastily put into production as the ihatei first crossed League borders.

Unlike the Florian League, which has so far weathered the Aslan expansion without fatal injury, the Glorious Empire has been wholly overrun by the Aorlakht. Minor clans begin to encroach on Empire territory in 1117, and by the end of the following year, three worlds had been taken over by Aslan settlers. The beginning of 1119 saw the Empire surrounded by Aslan land seekers, and a full-fledged attack by the Aorlakht reabsorbed this splinter state.

Syoakh/Goertel (1027 A6968MC-C), former capital of the Empire, put up a hard fight against the Aorlakht forces and suffered for it. After nearly 500 years, Hierate honor was finally satisfied. Substantial planetary bombardment by nuclear weapons poisoned Syoakh's atmosphere and drove this rival separatist state into submission.

With the Floriani and the Glorious Empire out of the way, only the smallest of powers stood between the Aorlakht and the Imperium. Great ihatei fleets set out from Tlaiowaha, moving up through The Borderland along the old Aslan-Imperial Tradelane. The Aslan set upon Tobia Subsector, encroaching on the sector capital itself. In 1118, much of Tobia/Tobia (3215 A444A55-F) was staked out by Aslan settlers. The Sector Duke, Quinn, committed suicide in the wake of this disaster.

Tobia's fall was hastened by a lack of naval strength. At the outbreak of the Rebellion, Alexander Quinn had sent many ships coreward to bolster Norris' forces against the Vargr. This left him unprepared for the sudden incursion of the Aslan land-seekers. A good leader, Quinn will nevertheless be remembered more for his historical studies than his military prowess.

Quinn's successor, Duchess Sharik Arcadia of Gazulin/Gazulin (2708 AA86887-B), was his total opposite. Arcadia was a career Marine officer; her body of experience rested with combat, not administration. Still, she quickly adjusted to her new role.

Realizing that the time for open confrontation had passed, she deployed the Navy to hold the region's unoccupied territory. Then, taking an offensive tack, she tried a new strategy: turning the Aslan against themselves. Within weeks of her succession, she set plans in motion to exploit factional differences among the Aorlakht clans. Evidently, those plans are working, for at last, the Aslan have all but stopped their quest for new, "unoccupied lands" on the remaining worlds of the region.

The Floriani view of technology also stems from their interaction with the Ancients. Following the Final War, the Floriani were forced to rebuild without assistance. They were poorly suited for this job; they were servants, not researchers. Nonetheless, they managed to recover and adapt many relics of remnant Ancient technology, from which they gained a basic understanding of science and its applications. They also copied Aslan jump drive to produce their own version.

Rumors of Floriani breakthroughs are often true, but they reflect the copying of someone else's advanced device (often an Ancient artifact from their own world) and not true innovation.

General Development Company (GeDCo): A sector-wide firm active in Trojan Reach and the spinward portion of Reft. GeDCo's charter obligates it not only to conduct interstellar trade, but also to increase tech levels. To this end, the company runs a route from Deneb/Usani (Deneb 1925 B537ADD-C) through Reft to Tobia/Tobia (3215 A444A55-F).

The company dates back to the period immediately following the Civil War, when Empress Arbellatra resettled many nobles — both supporters and rivals — on new border fiefs. In 700, a group of these nobles pooled their resources to buy bankrupt fledgling lines, merging them to form GeDCo.

Economic historians credit GeDCo with raising the frontier's tech levels to the "average stellar" range. This continuing goal of technological dispersion is supported by a variety of planetary industries that manufacture goods for offworld export. Other subsidiary operations import higher-tech products and engage in speculative trade throughout GeDCo's territory.

Glorious Empire: Former Aslan separatist state centered in Goertel Subsector. The Empire, formed by the Tokouea'we clan in 650, expanded militantly. By the 900s, a lack of resources forced expansion to a halt, but by then the Empire had grown to embrace 13 worlds.

Although dominated by Aslan, about one-third of the Empire's population was human. Humans provided cheap labor, while the Aslan enjoyed government and professional positions. Outsiders found the Empire's society more oppressive than glorious — a state run through forced subservience and aggression.

The Empire was reabsorbed into the Hierate's trans-Rift colonies in 1119.

Kamikoru, Ganidirsi (157-204): An IISS explorer active in the early exploration of Trojan Reach. While on a long-range probe of Dpres Subsector, Kamikoru died a premature death; her ship's systems failed under conditions that remain mysterious even today. An IISS rescue team found Kamikoru dead, her Scout ship drifting and heavily damaged.

In modern times, Kamikoru is better known for her career as a sculptor. One of her pieces was sold in 1108 for MCr10. Many other finds have surfaced since, but most have proven to be forgeries.

971-852 (2814 E78A000-0): Amber Zone. Geologists estimate that this world was habitable some 300,000 years ago during the time of the Ancients, but in the Final War, the planet's crust was severely cracked. Many species became extinct, as volcanic eruptions blocked the sunlight for years. The world's tectonic plates are fragile to this day; volcanism remains extensive, and large areas are prone to quakes and tsunamis.

At one time humans of unknown ancestry lived here. When contacted in 504, these island dwellers subsisted on a few plants, supplemented by cannibalism — a practice which provided certain proteins not available in the local wildlife.

The IISS introduced livestock to provide a socially acceptable source of protein. The inhabitants gradually changed from a settled, agricultural culture to a more nomadic, herding one. To the Scout Service's regret, they persisted in eating the old and crippled humans.

971-852 was rarely visited, and when the Scouts last reappraised the world in 852, the small population of islanders had vanished. As the fate of the cannibalistic natives has never been determined, 971-852 was given an amber travel code, despite its current listing as an uninhabited world.

The 971-852 incident forced the IISS to reconsider its non-interference policies. Although the Scouts worked to modify the islander culture with the thought of making it more amenable to offworld contact, their interference might well have been the cause of its extinction. IISS pre-stellar contact restrictions were strengthened as a result.

Vilani Settlement of the Sector: During its decline, a revolt led the First Imperium to abandon its scattered settlements in Corridor Sector. These isolated outposts proved unable to maintain trade in the face of Vargr piracy. Surviving records state that several groups took their old, failing starships and left to find safer worlds in Reft and Trojan Reach.

Evidence of the Vilani presence has been found on multiple worlds in these two sectors. Most finds are dated between -2300 and -1700. Experts generally attribute the occasional site with earlier or later estimated dates to starship crews stranded by misjumps or some other such mishap.

Most of the Vilani settlements in Reft died out long before the advent of the Third Imperium. The Trojan Reach colonies fared somewhat better, at least for a while. In -2074, they formed a small state known today as the Sindalian Empire. The Sindalian emperors ruled with iron fists, prompting a 50-year period of civil dissent that culminated in a bout of bacteriological warfare. The civilization of old Sindal — now Noricum/Sindal (2018 D8867BB-1) — collapsed, and the Empire itself fell in -1441. •

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Hkakh
Elwakh
Aisaoawi
Hkeleiakh
Ohtae
Wuaki
Ulitasoayaw

REFT SECTOR UWP LISTING

Allegiances: Am (Amondiage), Dd (Domain of Deneb), Dr (Droyne), Es (Esperanza), Fl (Federation of Ilelish), Jo (Joyeuse), Li (Lucan's Imperium), Na (non-aligned), Nb (Neubayern), Nc (New Colchis), Nh (New Home), Sa (Sansterre), Sb (Serendip Belt), St (Strephon's Worlds).

Bases: J (independent naval), N (Imperial Naval base), Q (Droyne garrison), R (Aslan clan base), S (Imperial Scout base).

Remarks: An (Ancient site), C0-C9 (Chirper population in tenths), Cp (subsector capital), Cw (Chirper world), Cx (sector capital), D0-D9 (Droyne population in tenths), Dw (Droyne world), Rs (Imperial Research Stations).

Cauldron	0102	D9B8222-4		Fl Lo Ni		403	Dd	M0 V
Iselen	0105	A243678-9		Ni Po		403	Dd	G0 V
Reudden	0106	B3536BG-7		Ni Po		400	Dd	G4 V
Kukaa	0108	C544100-B		Lo Ni		503	Dd	G1 D
Amoirve	0109	B565476-C	N	Ni		704	Dd	G8 D
Grudovo	0111	B260453-E		Ni De		914	Dd	K0 IV M9 D
Banskonno	0112	A482444-C		D6 Ni		204	As	G0 V
Bastion	0118	B737332-B	R	Lo Ni		701	As	A9 V K4 D
Solbatn	0203	B87A443-A		Ni Wa		603	Dd	K3 D
Peshtorno	0208	B7B3841-8	N	Fl		622	Dd	G1 V
Petre	0210	B696478-A		Ni		210	Dd	F4 D
Aldaya	0212	B885620-6	R	Ag Ni		423	As	K4 V
Neon	0216	D9B227A-4		Lo Ni Fl		923	As	M4 V M8 D
Cerebin	0217	B323662-C		Na Ni Po		534	As	G1 III
Dimple	0305	D200201-8	S	Lo Ni Va		500	Dd	G1 V M1 D
Helifil	0313	D110724-8		Na Rs		403	As	K1 V
Benidorm	0402	E446400-A		Ni		120	Dd	G2 V
Carian	0408	B300459-B	N	Ni Va		924	Dd	M0 V M7 D
Ambossa	0410	B684459-9		Ni		700	Dd	G2 V
Tonnurad	0416	B463695-7		Ni Ri		803	Na	G3 VI M5 D M5 D
Garden	0435	B755578-A		Ag Ni		404	Na	K4 VI M4 D
Corp Town	0502	B474211-B		Lo Ni		100	Dd	F6 V M1 D
Lintl	0503	B739AEE-F		Hi Cp		404	Dd	K2 VI
Fraaga	0511	B691420-D		Ni Fl		702	Dd	K2 V M9 D M1 D
Whisp	0602	C251110-6		Lo Ni Po		204	Dd	F7 D M0 D
Gaspar	0604	B336337-D		Lo Ni		801	Dd	M5 V
Igualada	0605	B140567-9	N	Ni Po De		701	Dd	G2 D
Mukiud	0701	B333210-E		Lo Ni Po		823	Dd	M6 V
Checker	0702	C300225-9		Lo Ni Va		615	Dd	M4 V M7 D
Colony Five	0707	B4759A5-E		Hi In		420	Dd	G9 IV M1 D
Zaguki	0710	B260212-9		Lo Ni De		804	As	F2 D M6 D
Elixir	0801	B768321-9		Lo Ni		423	Dd	F4 D
Evet's World	0903	B201656-D	N	Na Ni Va Ic	A	503	Dd	M6 V
Zuflucht	0921	C445720-8	J	Ag		800	Na	F6 D
Wellington	0925	C8B0263-A		De Lo Ni		800	Es	M6 II
Esperanza	0926	A674ABC-B	J	Hi In		303	Es	F9 V M2 D
St. Hilaire	0930	B579763-A	J			500	Es	K2 V
Ulnert	1002	B53769D-7		Ni		803	Dd	K4 VI M8 D
Nebelwelt	1030	C879425-5		Ni		612	Na	F2 D
Earl Center	1102	A998011-9		Lo Ni		604	Dd	K9 D
Yvette	1103	A79A633-D		Ni Wa		133	Dd	G2 V
Gloire	1123	C764567-9		Ag Ni		924	Sb	M0 III M0 D
Oleiros	1204	B000457-D		Ni As		300	Na	M1 V
Sestao	1301	A120675-C	N	Na Ni Po De		611	Dd	M0 VI
Gorod	1302	D6689CG-9		Hi		111	Dd	K4 V M1 D
R'bak	1314	B387777-3		Ag Ri	R	721	Na	G3 V
Serendip Belt	1323	A000959-C	J	As Hi In Na		502	Sb	G1 VI M4 D
New Colchis	1327	A8959AA-C	J	Hi In		103	Nc	F8 VI
Herzenslust	1426	E995765-6		Ag		920	Nc	F0 V M6 D
Orphee	1429	X885600-0		Ag Ni	R	100	Na	M9 III
Topas	1522	D120899-5		De Na Po		904	Na	K8 D
Elysee	1525	B502532-9	J	Ic Ni Va		200	Na	M1 V
Besancon	1526	C201341-9	J	Ic Lo Ni Va		502	Na	M2 V
Berlichingen	1621	D600437-7		Ni Va		700	Na	F5 D
Joyeuse	1628	A7899B9-C	J	Hi		404	Jo	K2 D M3 D
Sturgeon's Law	1724	DAC1451-6		Fl Ni		815	Na	M1 V
Quichotte	1729	E576667-6	J	Ag Ni		413	Jo	F6 D
Undrelyn	1812	B551433-6		C2 Ni Po	A	514	Na	F4 V M7 D
Neubayern	1822	A7889C9-C	J	Hi		610	Nb	M3 V
Lemente	1907	B897563-B		Ag Ni		824	Na	K4 VI
Schlesien Belt	1923	C000367-B	J	As Lo Ni		110	Na	K4 V
New Home	1925	A565857-D	J	Ri		704	Nh	G0 V
Colchis	2026	B676898-9	J			911	Na	F7 V M5 D
Zamoran	2108	B674675-A	Q	Ag Ni		904	Dr	F5 V
St. Genevieve	2123	C460100-A	J	De Lo Ni		404	Na	M4 V
Arraste	2139	B59368B-6		Ni		604	Fl	M7 VI M5 D
Acadie	2225	C868563-9		Ag Ni		400	Am	K6 VI M9 D
Jacob	2239	B100400-E		Ni Va		302	Fl	M4 V
Fresneise	2240	B728512-A		Ni		622	Fl	M4 V M6 D
Sansterre	2322	A87A943-C	J	Hi Wa		222	Sa	M0 V M9 D
Achille	2324	E101335-9		Ic Lo Ni Va		100	Na	M0 V M4 D
Amondiage	2325	A5629A9-C	J	Hi		102	Am	F1 V
Pit Stop	2337	B593326-A	S	Lo Ni		311	Fl	G1 V
St. Denis	2423	D735764-7	J			803	Sa	K1 V M7 D
Uxors	2435	BAA7377-9		Cw Lo Ni Fl An		804	Fl	M7 V
Mieniept	2436	B794454-B		Ni		800	Fl	G0 V
Arnorac	2509	B381468-A	N	Ni		302	Cs	K8 VI
Quiver	2534	B310405-D		Ni		404	Fl	M1 V M3 D
Argus	2536	C755A96-8	S	Hi		403	Fl	G4 D
Boneyard	2537	B220310-A	N	Lo Ni Po De		914	Fl	G2 V M8 D
Delinski	2538	B45367A-8		Ni Po		914	Fl	K4 D M6 D
Valentorn	2539	D556512-4		Ag Ni		900	Fl	F0 V
Halibun	2540	B565777-7		Ag Ri		514	Fl	K9 D
Gordon	2609	B310776-A		Na		203	Na	M4 V M3 D
Stock Point 3	2636	A336010-F		Lo Ni		500	Fl	M3 V
Grecorn	2638	B7A858C-D		Ni Fl		700	Fl	K3 V
Flientred	2731	B548534-8	S	Ag Ni		504	Na	F5 VI M7 D
G'haenbaz	2733	C557558-A		Ag Ni		100	Fl	F4 V
Bouvrier	2737	E230668-8		Na Ni Po De		210	Fl	K1 V
Cyril	2738	A7A69B9-F	N	Hi Fl Cx		522	Fl	G4 VI
Chateau	2739	E450200-5		Lo Ni Po De		714	Fl	K4 D M1 D
Dead End	2740	C576010-5		Lo Ni		902	Fl	K4 D
Debica	2832	D645688-7		Ag Ni Rs		600	Fl	K7 VI M4 D
Gundamoor	2833	B311637-D		Na Ni Ic		324	Fl	K1 IV M5 VI
Boklibom	2834	B573552-D		Ni		804	Fl	F0 V M8 D
Angsturm	2837	A545788-B		Ag		314	Fl	K4 V
Vlad	2838	A554844-D	N			804	Fl	F1 V
Schuuni	2904	BAAA599-D		Ni Fl Wa		100	Na	G0 V
Cyclone	2930	B599347-9		Lo Ni		204	Li	G9 V M1 D
Vleeck	2931	C762475-6		Ni		404	Li	G2 D
Pamraeltan	2932	A537651-E	N	Ni		703	Fl	A2 V M5 D
P'hakar	2934	C220456-B	S	Ni Po De		923	Fl	M4 V
Harmony	2935	E6538AF-4		Po		633	Fl	F0 V
Numeron	2939	B432769-9		Li Po		313	Fl	M3 V
Eskandor	3028	C251499-9		Ni Po		804	Li	G3 V
Sakallin	3029	B857222-B		Lo Ni		413	Li	F0 D M9 D
Rampart	3030	A334200-F	N	Lo Ni		812	Li	M8 V K4 D
Mynez	3035	E627989-A		Hi In		904	Fl	K1 VI
Seville	3036	B657445-7		Ni		404	Fl	F1 V
Dagu	3037	B100362-C		Lo Ni Va		504	Fl	K8 V M1 D
Transit	3038	B987030-8		Lo Ni		520	Fl	G7 V
Elphintrax	3040	C374476-7		C4 Ni	A	413	Fl	F2 V M1 D
Jokelyn	3128	B201469-B		Ni Va Ic		915	Li	M3 V
Alexander	3132	B32369A-B		Li Ni Po		404	Li	G4 V
Breezy	3133	B100544-C		Ni Va		704	Li	M4 V M7 V
Dlaekan	3134	A383657-D		Ni Ri		202	Fl	G4 V M6 D
Good Home	3135	B745789-9	N	Ag		303	Fl	F0 V M6 D
Alverik	3136	A150698-A		Ni Po De	A	800	Fl	K0 D
Unseren	3140	B452549-9	S	Ni Po		803	Fl	G5 VI
Hollhapull	3229	B76565A-8		Ag Ni Ri		335	St	F1 V
Bonn	3230	A8C578C-B		Fl		913	Fl	M1 V M2 D
Roger	3231	B424200-B		Lo Ni		300	Fl	M8 V
Jeandrent	3237	BA7A666-8	N	Ni Wa		613	Fl	G0 V M4 D

TROJAN REACH SECTOR UWP LISTING

Allegiances: As (Aslan), A0-A9 (Aslan Tlaukhu bloc), Bs (Belgardian Sojourn), Cs (Imperial client state), Dd (Domain of Deneb), Dr (Droyne), Fl (Florian League), Na (non-aligned).

Bases: A (Imperial naval and scout base), F (non-Imperial military and naval base), M (non-Imperial military base), N (Imperial naval base), P (Droyne naval base), R (Aslan clan base), S (Imperial scout base), T (Aslan Tlaukhu base), U (Aslan Tlaukhu and clan base), W (Imperial way station).

Remarks: An (Ancient site), C0-C9 (Chirper population in tenths), Cp (subsector or local capital), Ex (exile camp), D0-D9 (Droyne population in tenths), Pr (prison world), Rs (Imperial research station).

Two world names didn't fit in the Name field: Sable des Etoiles (0504) and Chalchiutlicue (2314).

Taltern	0103	E530240-3		Ni Po De Lo		202	Na	M2 D M2 D
Bilke	0110	D987341-9		Ni Lo		202	Fl	F0 V
Daruf	0116	D340308-2		Ni Po De Lo Pr	R	213	Fl	F6 V
Boisush	0119	D485741-9		Ag Ri		111	Fl	F2 D M0 D
Aftye	0122	A8603M3-D		Ni De Lo		313	As	F8 D
Ahalkhea	0126	B4224K3-9	R	Ag Ni Po Ri		101	As	F7 III M7 D

Eawatrye	0127	B8B57K6-C	R	Fl		903 As	M7 V M1 D
Tyea'ih	0129	B5488M9-E				705 As	K3 V M5 D
Oiauh	0130	B1018L8-E		Na Ic Va		802 A8	F4 D
Ftyewirl	0132	B4564LA-E	T	Ni		120 A7	K4 D
Elahkol	0134	C5685M7-B		Ag Ni		722 As	K2 D
Uiwuar	0135	B1011G5-E		Lo Ic Ni Va		605 As	F1 V M4 D
Ealea	0139	B5765K7-9		Ag Ni		200 As	G5 VI M7 D
Szirp	0201	A236538-D		Ni		800 Na	M8 V
Sam's World	0202	E100856-6		Na Va		803 Na	G7 D
Dustpan	0204	A750779-9		De Po		900 Na	F2 V
Heath	0209	B487532-B		Ag Ni		622 Na	K2 V M6 D
Vip	0210	A121644-D	F	Na Ni Po		404 Fl	M8 V
Floria	0213	A467942-F	F	Hi Cp An		604 Fl	F5 VI M8 D
Vorn	0218	B611640-9	F	Ic Na Ni		513 Fl	M0 V
Thrush	0220	A236246-C		Ni Lo		412 As	M1 V
Dalfi	0222	C750345-9		De Po Ni Lo		510 As	F4 V M3 D
Khtelatioilr	0223	B2234J6-C	R	Ni Po		404 As	F7 V
Ewoiftoil	0224	B5466K6-A		Ni Ag		510 As	F3 V
H'a	0227	D6574K9-6		Ni		802 As	F4 V
Hreahrya	0229	B333AH9-D		Hi Na Po		924 As	K0 D
Yekhtia	0232	B2233H6-B		Lo Ni Po		211 As	G0 VI M8 D
Aehahr	0234	B1004M9-C		Va Ni		522 As	M9 V M7 D
Ftoakh	0236	E673AHC-C		In Hi C3		200 As	F4 V M9 D M7 D
Aohfeau	0240	B9987M4-A		Ag		620 As	F3 V M8 D
Crescent	0307	B420778-7		Na Po De		904 Na	M1 V
Trossachs	0310	B897A44-C		In Hi		202 Fl	F6 V
Insec	0317	A121542-F	F	Ni Po		903 Fl	M9 V M8 D
Fissoion	0318	E69A742-9		Wa D2		105 Fl	F7 D
Kabal	0319	B387147-B	F	Ni Lo		514 Fl	F8 V M3 D
Cimmen	0320	E7C0140-9		De Lo Ni		601 As	M3 V M2 D
Nora'a	0321	A485645-9		Ag Ni Ri		900 As	K4 D
Iryao	0322	A5588K8-E	R			420 As	F1 D
Suiaoir	0328	B6513G7-E		Ni Po Lo		404 As	F6 D
Hkaha	0329	B8976K6-A		Ag Ni		703 As	M4 D M6 D
Hkesuh	0332	BAA07K8-B	R	De		122 As	M4 V
Eaweiya	0335	A5406L7-A	T	De Ni Po		610 A2	K7 D M3 D
Awo	0336	C8303G6-C		Lo De Ni Po		724 As	M2 V
Aiyostea	0338	B2006JB-9		Va Ni Na		805 As	M5 V K3 D
Marseilles	0403	D540312-7		Lo De Po Ni		502 Na	M4 D M6 D
Paques	0404	D9E6400-4		Fl Ni		323 Na	M2 D K8 D
Viceroy	0408	B8D3515-D		Fl Ni		604 Na	G6 V M1 VI
Tibolt	0415	C575744-9		Ag		600 Fl	F2 D M3 D
Lucind	0416	B860642-9		De Ni Ri		702 Fl	F4 V
Picard	0417	D679646-9		Ni		602 Fl	F7 V M4 D
Tefsi	0418	BA94449-B	F	Ni		215 Fl	M6 V M4 D
Khtyekt	0425	B2006J5-8	R	Va Ni Na		613 As	M9 V
Osototail	0426	E5508N7-C		De Po		404 As	F2 D
Aowaih	0429	B5866K7-C	R	Ag Ni Ri		323 As	F1 V M4 D
Khi	0430	B9875N8-C	U	Ag Ni		911 As	F3 D
Hfa'yuweas	0431	B5553J8-C		Lo Ni		305 As	F3 V M4 D
Allemagne	0503	C688000-0		Ba Lo Ni	R	020 Na	M1 D M0 D
Sable des Etos	0504	B000899-D		As Na		531 Na	F8 D M4 D
Strend	0505	B436AFB-F		Po Hi		802 Na	F4 D
Halka	0510	B865544-A	F	Ag Ni		813 Fl	M9 III
Garni	0516	E884940-9		Hi		804 Fl	K0 D M8 D
Vadada	0523	A410944-F		Hi Na In		802 As	F9 V M5 D
Ellhfoirl	0525	A1532K6-D	R	Ni Lo Po		201 As	K0 V
Ftaleirl	0528	B6303JA-6		De Lo Ni Po		502 As	M8 D
Olhyeti'he	0529	B7797H5-E				803 As	F4 V
Souftea	0530	A2517K4-D	R	Po		801 As	F9 D M3 D
Oseweheal	0531	B79A6N7-E	R	Wa Ni		303 As	F7 D M9 D M0 D
Uaeakhea	0534	B5303K9-5	R	Lo De Ni Po An		214 As	F6 V
Teharl	0536	C6544M3-B		Ni		620 As	F3 V M7 D
Armada	0608	A540244-A		De Lo Ni Po		400 Na	G9 V
Adhara	0609	B27A667-8		Wa Ni		602 Na	F2 D M9 D
Boronu	0614	B966741-A		Ag Ri Re		102 Fl	F4 D M1 D
Ilnest	0616	B686347-9	F	Ni Lo		703 Fl	K5 VI M8 D
Sei'eal	0628	B5108M6-A		Na		500 As	F2 V M1 D
Ehearye	0633	A5887H9-C	U	Ag Ri		230 As	F1 V
Iysewekh	0640	A6205LA-E	R	De Ni Po		504 A3	F2 V
Zephyr	0702	B999545-7		Ni		114 Na	F6 V
Zimt	0713	C147546-9		Ag Ni		313 Fl	F3 D
Forandin	0716	BA89646-9	F	Ri Ni		912 Fl	M5 D
Tanar	0722	C787640-9		Ri Ag Ni An		620 As	K1 V
Lafkin	0724	C77A846-9		Wa		402 As	F4 D
Woilreawau	0727	B1008N5-E	R	Va Na		503 As	G0 D M6 D
Uao	0729	C6A24L6-8	T	Fl Ni		202 A5	M8 V
Eiwakh	0738	D2007H7-A		Va Na		200 As	M5 V
Hkeleiakh	0739	C110000-0		Ba Lo Ni	R	705 As	K5 V
Fomalhaut	0802	B510200-D		Lo Va Ni		204 Na	M7 V
Hadara	0809	E311766-3		Ic Na		103 Na	A3 V
Odin	0811	B20149B-8		Ni Ic Va		504 Na	M0 V M5 D
Thor	0813	D669577-5		Ni		702 Na	F6 V M0 D
Yggdrasil	0815	B3507CD-8		Po De		310 Cs	F5 VI
Sif	0820	A765867-7		Ri		112 As	K4 D M4 D
Eahaw	0823	B523000-0		Ba Lo Ni Po	R	013 As	M7 V
Yaeawaokh	0824	B1307LB-E	T	De Na Po		400 A9	F6 V M8 D
Alirar	0825	A3555HA-C	R	Ag Ni		913 As	K4 D M4 D
Ehaeailr	0829	B6365HB-9		Ni		210 As	M5 V M8 D
Stohyus	0835	A5678N6-E	R	Ri C4		902 As	F6 D M2 D
Hkakh	0837	A3245J6-E	R	Ni		704 As	K6 V
Ohtae	0839	B6651M8-9		Lo Ni		903 As	F8 V M6 D
Ultasoayaw	0840	B5796J7-9	R	Ni		103 As	F3 D M2 D
Walei	0902	E7B4776-5		Fl		811 Na	K3 V M5 D
Pa'an	0909	E649333-4		Ni Lo C1		513 Na	F3 V M0 D
Solaria	0914	B665734-8		Ag		614 Na	F8 VI
Dpres	0915	B631689-A	N	Na Ni Po		122 Cs	G5 V
Air	0929	A7795K8-B		Ni		102 As	F5 D
Ehrafou	0930	B0007KA-E	R	As Na		904 As	M4 V M4 D
Eoiw	0931	B3306K4-E	R	De Na Ni Ag Po		803 As	M0 D M3 D
Earlyu	0933	B9898L9-D	T	Ri		801 A2	F3 D M6 D M9 D
Hkuikhekh	0934	B5323G6-E		Lo Ni Po		804 As	G0 II
Ewyeyal	0936	B4845HA-E	U	Ag Ni		100 As	K8 V
Aisaoawi	0938	BAC5000-0		Ba Fl Lo Ni	R	023 As	M0 V
Gorgon	1005	E690264-6		De Lo Ni Ex		504 Bs	K3 V
Connaught	1015	D431153-9		Po Ni Lo		910 As	M8 V M8 D
291-540	1016	CABA000-0		Ba Fl Lo Ni Wa	R	404 As	K2 II M2 V
Ftuirois	1022	B4686LA-9		Ag Ni Ri		200 A4	K8 V
Oatre	1023	B5323N6-C	R	Lo Ni Po		312 As	K6 II M2 D
Hea'a	1025	E8402LA-5		Lo Ni De Po		603 A7	F5 V
Elaihly	1026	B5001G2-A	R	Lo Ni Va		923 As	M4 V
Syoakh	1027	A6968MC-C		Cp		500 As	F5 VI M5 D
Htourlao	1028	B3119H8-E	R	Ic Na In Hi		512 As	K7 V
Keawoaw	1030	B4304J3-9		De Po Ni		413 As	M9 V M0 D
Eiyehwehakhea	1034	B79A5HB-B	R	Wa Ni		103 As	F9 V
Haealroiea	1036	B5544M7-9	R	Ni		730 As	F1 D
Wuaki	1038	A1105K5-C	R	Ni		413 As	M0 V
Belgard	1106	D371321-9	M	Ni Lo		902 Bs	K8 D M0 D
Velscur	1110	X374479-3		Ni		302 Na	F9 VI
Gabriel	1114	C210100-B		Ni Lo		703 As	G8 V M8 D
Dostoevsky	1118	B678673-A		Ag Ni Rs An		220 As	F4 D
Asyuh	1121	B8C32N5-9	R	Lo Fl Ni		912 As	M9 V M4 D
Yero'lira	1124	D5008N7-B		Va Na		103 As	F8 V M1 D M7 D
Olhu	1126	B3004M4-9	R	Va Ni		702 As	M4 V
Elkhaaw	1128	C8897NC-9		Ri		903 As	F1 V
Kaldamar	1201	E745326-7		Ni Lo		403 Na	F4 D
Nabeth	1202	D326579-8	S	Ni		823 Cs	M4 V
985-373	1209	X775000-0		Ba Lo Ni		020 Na	K6 V M3 D
Janus	1216	C375321-7		Ni Lo		902 As	M9 D
Peroi	1219	E360256-4		De Ni Lo		631 As	F0 V
Delta Theta	1220	B701610-9		Ic Na Ni Va		732 As	K6 V M3 D
Colony Six	1221	A68A541-D		Wa Ni		303 As	F4 D M4 D
Goertel	1222	B6688DC-6				122 As	F7 D
Hteakya	1223	B2234J6-E		Ni Po		413 As	K6 V M3 D
Khau	1226	C6875N8-C		Ag Ni		222 As	F8 D M5 D
Erasaso	1230	B68A1G6-C	T	Lo Ni Wa		113 As	F2 D M3 D
Aoiyras	1235	B3406KC-9		De Ni Po		813 As	F0 V
Irlaiw	1236	C336AH5-D		Hi		813 As	M6 VI M4 D
Goliere	1305	D574756-7		Ag		720 Na	F5 V
Ganulph	1307	X200000-0		Ba Lo Ni Va	R	011 Cs	M3 VI
Eleson	1308	E441100-8		Ni Po Lo		323 Bs	F8 V M2 D
Caldos	1317	B630879-6		Na Ni Po De		824 As	F2 V
Lackdaeus	1319	D100786-5		Na Ni Va		502 As	M9 V
Hrahralu	1322	B4206LC-D	T	De Na Po Ni		800 A9	M6 V
Hliyh	1323	B200AK7-E	R	Va Na Hi In		102 As	F8 D
Ellaeah	1324	B8632G7-C		Lo Ni		414 As	G6 D
Rileakh	1333	C2378N5-A				702 As	F7 D M6 D M6 D
Eateaw	1334	B223000-0		Ba Lo Ni Po	R	004 As	M7 V M6 D
Yu'eal	1335	B2326L6-E	T	Na Ni Po		524 A4	M6 V M7 D
Aiulktiyr	1338	E7974M9-A		Ni		204 As	M9 V
Htolhful	1339	A3688H3-E	R	Ri		105 As	G0 V M4 D M1 D
Selshor	1402	X330576-0		De Ni Po	R	913 Na	F6 V M0 D
Gorla	1410	E222475-6		Ni Po		200 As	M1 V
Sagan	1417	C796453-8		Ag Ni		204 As	F1 D
Yestahwye	1426	BAA06M6-C		De Ni		602 As	M4 D
Flyleakh	1429	B4138MA-D	R	Ic Na		604 As	F6 D M0 D
Huaholr	1436	B4204NC-9	R	De Ni Po		823 As	G2 IV
Teiseirie	1438	BA9A3H7-8		Lo Wa Ni		703 As	F9 D
Carben	1502	X3555A9-1		Ag Ni	R	114 Na	K6 V M9 D
Tlazolteotl	1514	D5409CD-7		In Po De Hi		412 As	M6 V M2 D
Tyr	1518	A551557-B		Ni Po		804 As	F0 V M5 D
Hecarda	1519	B560332-9		De Ni Lo		503 As	F5 V
Tryaoke	1524	D5569H8-5		Hi		801 As	K8 V
A'eouya	1530	B950000-0		Ba De Lo Ni Po	R	012 As	F2 V
Ouiyloi	1533	C5747L9-C		Ag		601 A8	F2 V M1 D
Stehasu	1534	A7206H7-C	R	De Na Ni Po		800 As	M7 D M2 D
Sosuasaoh	1535	B1008N8-B	R	Va Na		203 As	G7 D
Kheiyyo	1537	C5257J7-9				803 As	K6 VI

Ashley's Rock	1601	D100120-5		Ni Lo Va		614	Na	K0 IV
Tyana	1602	E568752-8		Ag Ri		200	Na	G4 VI M2 D
Vior	1605	X500401-1		Va Ni		301	As	M4 V
Braudel	1608	X543200-3		Lo Ni Po	R	903	As	K4 D
Thalassa	1613	B88A889-8		Wa Ri		505	As	F8 D M9 D
Tldk	1618	D142640-7		Po Ni		502	As	F5 VI M3 D
Acis	1619	B885796-A		Ag Ri		603	As	F7 D M2 D
Akhwohkyal	1621	BA956J8-9		Ag Ni An		113	As	G7 D
Ftiys	1626	C76A3K5-7	R	Lo Wa Ni		714	As	F2 V M1 D
Eauhti	1630	B5404H9-D	R	De Ni Po		432	As	F3 V M1 D
Yai'ilrao	1631	B8583GB-E		Lo Ni		604	As	F7 D M2 D
Aiulte	1634	B6457J7-E	R	Ag		223	As	F5 VI M3 D
Awaweaw	1637	E8558N9-9				121	As	F8 D M9 D
Homestead	1715	D560250-6		Ni De Lo		524	As	F9 D
Ace	1719	E7A08B9-5		De		700	As	M0 VI M7 D M5 D
Oiwolleaw	1723	B7878M7-D		Ri		711	As	F0 V M7 D
Asoleteal	1728	B6976J8-A	R	Ag Ni		604	As	F2 D
Wesiyeah	1731	D6412K9-9		Lo Ni Po		823	As	K4 D
Aiwewakh	1733	BA961G3-D		Lo Ni		404	As	G4 VI M2 D
Ohralhah	1734	E8B67J7-7		Fl		124	As	F4 D
Ayayo	1735	B0006H4-D		Ni As Na An		820	As	M0 V
Feaheaha	1736	E3012G8-9		Ic Lo Ni Va		200	As	F0 V M7 D
Candia	1801	D4006A9-4		Na Ni Va		703	Na	M7 V M2 D
Kydde	1810	B644779-5		Ag		804	As	F2 D
Sailf	1816	A6236A6-A		Po Na Ni		301	As	F9 III M0 D
Number One	1818	C9C6778-7		Fl		602	As	M8 V
Camoran	1823	A55167A-B		Ni Po		514	As	F9 D
Keaih	1830	CAA18J7-9		Fl		202	As	K1 D M3 D
Afeakter	1835	A69A6NA-B	U	Wa Ni		514	As	F2 D
Bantral	1906	C886589-9	S	Ag Ni D0		503	Cs	F5 V
Thebus	1919	B534320-6		Po Ni Lo		823	Na	M8 V
Ohauair	1927	B4223G8-9	T	Po Ni Lo		214	As	M9 V
Tlaiowaha	1928	B1209L4-E	T	De Hi In Na Po		411	A1	F4 D
Ralaiw	1931	B4205M4-D		Ni Po De		422	As	F4 V
Ereah	1933	B67A3G9-E		Wa Lo Ni		531	As	K8 V
Kryslion	2002	D483AA9-9		Hi		520	Dd	F6 V M6 D
Orsasch	2008	E241364-7		Ni Po Lo		223	As	F1 V
Noricum	2018	D8867BB-1		Ag		804	As	G2 D M9 D M6 D
Oghma	2020	B214754-9		Ic		404	As	F5 D M4 D M5 D
Khusai	2023	A5766M5-C	R	Ag Ni		724	As	F7 D
Staha	2029	B7554K6-E	R	Ni		313	As	F3 V M8 D
Cyan	2102	C4689B9-B	W	Hi		510	Dd	F6 D M7 D
Berengaria	2105	B566644-7	A	Ag Ni Ri		304	Dd	F7 VI
Senlis	2108	B671633-A		Ni		510	As	F6 V
Dolberg	2113	BAC889D-B		Fl		300	As	F7 D
Vume	2115	B100477-C		Ni Va An		123	As	K7 II
Theev	2116	A434500-F		Na Ni	A	934	As	G0 V
Marduk	2120	C377436-3		Ni		503	As	F7 D
Asim	2123	B867564-6		Ag Ni		205	As	F2 D
Kteiroa	2125	C4601K4-8		De Lo Ni		710	As	F5 VI
Hewekho	2133	E1007KA-7		Va Na		923	As	G6 II M9 D
Airliweiw	2134	D3676HB-A		Ag Ni Ri C6		513	As	F5 V
Tisilli	2137	B78A945-A		Wa Hi		604	Na	F0 V M5 D
Doradon	2202	A400369-B	S	Ni Va Lo		100	Dd	F3 V
Perrior	2203	A633966-B	N	Na Po Hi		330	Dd	G2 D
Pax Rulin	2204	A402231-E	N	Ic Lo Ni Po Va	p	413	Dd	M8 III
Albe	2211	A540A98-E		De Hi In Po		213	As	F4 V M2 D
Realgar	2213	B750444-A		De Ni Po		303	As	G4 V M7 D
Palindrome	2216	B433334-B		Po Ni Lo		502	As	F9 V M1 D
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Tyokh	2226	B466AH7-E		Hi		204	As	F4 D M7 D
Iroioah	2227	B6301G3-E		De Po Ni Lo		823	As	M3 V M4 D
Hleakhayes	2229	E4434KB-A		Po Ni		812	As	F2 D M0 D
Akoaft	2230	E898000-0		Ba Lo Ni	R	231	As	F3 D
Khtiyrio	2232	DA887KA-B	R	Ag Ri		222	As	M6 V M2 D
Eaohfose	2233	B6736L7-B	T	Ni		105	A5	K6 V M9 D
Gikarium	2234	B110587-9		Ni		714	Na	F0 IV
Rhysk	2304	E413730-3		Ic Na Po	R	613	Dd	M1 V M4 V
Caraz	2306	E111959-A	N	De Hi Ic In Na	A	222	Dd	F7 V M5 D
Magen	2309	C543550-9		Ni Po		902	As	F9 V
Chalchiutlicu	2314	B76A787-7		Ri Wa		423	As	G9 D M3 D
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Pourne	2324	A9B2887-A		Fl		902	As	F3 D
The World	2327	E100551-6		In Ni Va		223	As	M5 V
Vorlto	2329	E595ABB-A		In Hi		105	As	F4 D M6 D
Burgess	2332	B796633-6		Ni Ag		703	As	F6 D M0 D
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Alexin	2405	B000420-C		Ni As		230	Dd	F5 V
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Hilfer	2424	BA5077A-6		De Po		600	As	M6 V
Paal	2425	B564679-6		Ag Ni Ri		603	As	F3 V
Sink	2426	D665220-5		Ni Lo		813	As	F5 VI
Fantasy	2428	E788400-2		Ni		331	As	G2 D
Labora	2501	B533544-7		Po Ni		103	Dd	M1 V M1 D
Pryme	2513	B48668B-9		Ag Ni Ri		305	As	F0 V
Nekrino	2515	A788400-C		Ni		914	As	M4 D
Boulder	2517	D100758-9		Va Na		330	As	K2 V M4 D
Exocet	2520	A574126-8		Ni Lo		203	As	F6 D
Byrni	2527	B955699-6		Ag Ni		404	As	F3 D
Belt-9	2602	B000213-E		As Lo Ni		523	Dd	M1 V M5 D
Intelia	2612	C474653-6		Ag Ni		704	As	F4 V
Gor	2614	C868677-3		Ag Ni Ri		403	As	M5 V
Scaladon	2616	AAD98DK-A		Fl	A	600	As	F6 VI
Arunisiir	2621	B776530-6		Ag Ni		103	As	F8 D M5 D
Tech-World	2624	A455154-F		Ni Lo		310	As	F8 D
Ergo	2625	X767500-0		Ag Ni	R	412	As	F8 VI
Corben	2704	B545455-8	N	Ag Ni		814	Dd	F5 D M9 D M7 D
Gazulin	2708	AA86887-B	A	Ri Cp An		213	Dd	F3 D
O'Keefe	2709	D879625-7		Ni		604	As	F4 D
Empire	2711	B679334-C		Ni Lo		503	As	G2 V M4 D
Hradus	2714	B54699B-7		In Hi		223	As	F1 V M6 D
Hexx	2715	B78A577-D		Ni Wa		314	As	F6 V
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Tanith	2721	A589342-B		Ni Lo		105	As	M3 D M5 D
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627-301	3003	E000120-A		As Lo Ni Rs	R	911	Dd	F3 D
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Aultawry	3140	A5668XA-F	P	Ri An	R	514	Dr	G6 VI
Berg	3212	A675542-B		Ag Ni		805	As	F5 V
Kedus	3213	D867400-3		Ni		913	As	F8 D
Tobia	3215	A444A55-F		In Hi		203	As	F7 D
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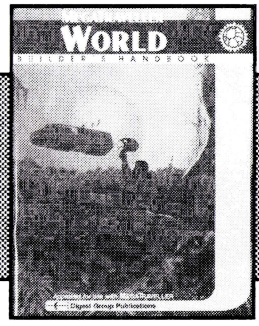

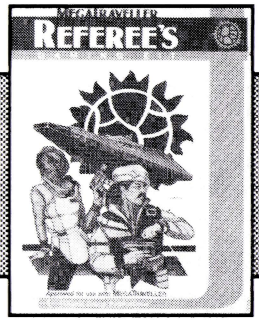

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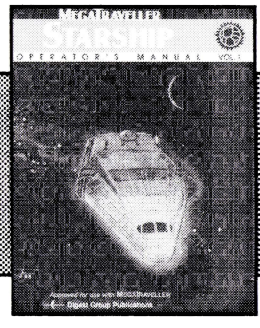

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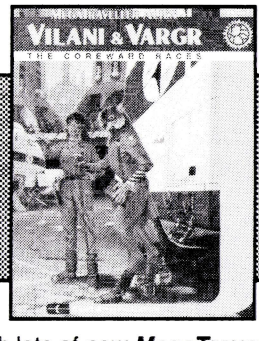

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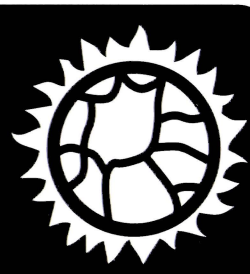

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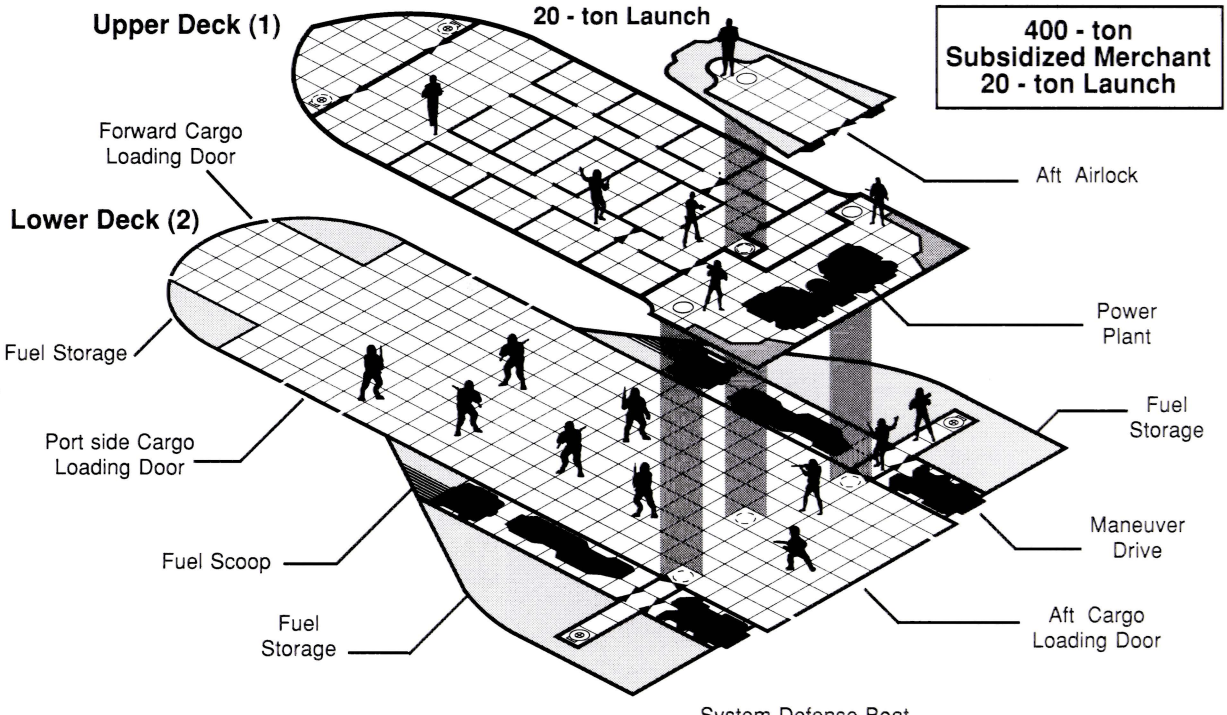

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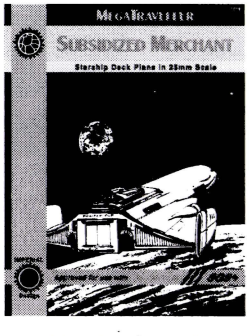

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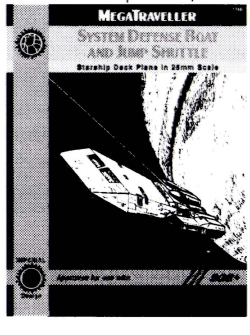

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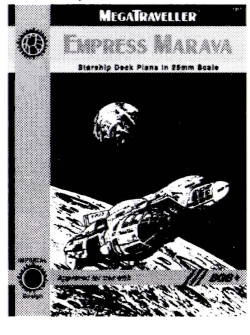

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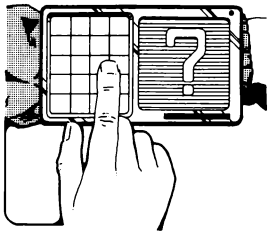

Traveller Q&A

OFFICIAL ANSWERS TO YOUR QUESTIONS

I need a bit of clarification. By reading your penetration rules, I get the impression that the only way to do the listed (that is, "normal") damage is to roll the hit number +1. If you roll exactly the hit number, you get a graze — and if you roll the hit number +2, you get exceptional success and do double damage. It seems to me the window for normal damage ought to be larger. —S.G.

Yes, the window for "normal" damage is narrow. However, you are overlooking an important aspect of the **MegaTraveller** combat system: you only roll once to determine both the hit and the damage it causes. Given this, would it make sense for every hit to cause the same level of damage? That's what would happen if, as you suggest, the "normal damage" window was made larger.

In fact, the **MegaTraveller** Referee's Screen (in the *Referee's Gaming Kit,* available from DGP) shows this clearly in the table for Penetration and Damage.

PENETRATION AND DAMAGE (%)

Pen Type	Pen vs Armor	Level of Success +0	+1	+2	+4	+8
Zero	Pen < Armor*	ne**	ne**	1pt**	2pt**	4pt**
Low	Pen ≥ Armor*	25	50	100	200	400
High	Pen ≥ Armor* x 2	50	100	200	400	800
		Damage %				

*Pinpoint hit or target under cover, use armor ÷ 2.
**ne=no effect. pt=points of hit dmg, no matter what the weapon dmg. Vehicles and robots take 10% of regular wpn dmg as superstructure hit.

This technique provides for variable hit likelihood and variable damage results with only a single dice roll of the "to hit" task.

Your question has within it another implied question — why exceptional success on +2? Shouldn't exceptional success take more than just rolling 2 over the needed result?

As I was forming the exceptional success/failure part of tasks for **MegaTraveller**, I originally tried +4 over the roll for exceptional success and -4 below the roll for exceptional failure. As I studied the probabilities, and tried some tasks, I found that a +4 exceptional success was infrequent enough that it was a nearly useless distinction.

For instance, compare these probabilities on a Difficult task where the character has a fairly typical DM of +4 (a skill of 3 and a characteristic mod of 1):

	Exceptional on +2	Exceptional on +4
Fumble	3% (2)	3% (2)
Exceptional Failure	25% (3-5)	6% (3)
Failure	14% (6)	33% (4-6)
Marginal Success	17% (7)	17% (7)
Success	14% (8)	33% (8-10)
Excep. Success	28% (9+)	8% (11+)

Or, if we just look at the frequency of successful hits and ignore failures:

	Exceptional on +2	Exceptional on +4
Marginal hit	29%	29%
Normal hit	24%	57%
Exceptional	34%	14%
Double Excep.	8%	not possible

I found in playtesting that exceptional success on +2 was much closer to the feel I was after. As you can see, when using +4 for exceptional success, nearly 60% of the hits (in actual play, it felt like two thirds of the hits) did identical "normal" damage — which was very unnatural, not to mention frustrating.

With the +2 approach, the hit distribution is much more even — leading to more believable variety in hit results (and less frustration), which I think better mirrors the spirit of the old classic **Traveller** combat system. I did consider exceptional success or failure on +3 briefly, but it was quickly rejected as being too unnatural a number to work with, given that the task difficulty levels are increments of 4.

As you can see, the **MegaTraveller** task-based combat system was a series of trade-offs. Although not everyone will agree with our preferred "feel" for combat, I think most will agree that given the goals we were after, the task-based combat system meets *our* goals well.

I hope this explanation helps you make better use of the combat system in your sessions. — *Joe D. Fugate Sr.*

How did the Vilani get so many "v" words and yet have no "v" in their language? —D.M.

This apparent problem with the Vilani "v" is caused by a discrepancy between the way different people transcribe the sound. (Remember that the original High Vilani alphabet was totally different from ours, so the Galanglic letters are only an approximation.)The Vilani "V" actually sounds similar to the Spanish bilabial fricative "b" sound, and is transliterated by modern scholars as the Galanglic "b". The Solomani, however, heard the sound as "v", and thus wrote the Vilani sound as a "v".

Thus scholars spell AAB, the Argushiigi Admegulasha Bilanidin, for "the Vilani Repository of All Knowledge", with no "v" in sight. AAB breaks down as:

- **Argushiigi:** "the hidden truths, or knowledge"
- **Admegulasha:** "an infinite multitude in one unit"
- **Bilanidin:** "the scholarly spelling for 'Vland'"

Thus, when the Solomani first heard "Bilanidin", they thought the locals said "Vland", and the spelling stuck in popular literature.

If you want to try to reproduce this Vilani "b", move your mouth as though forming a Galanglic "v", but rather than touch your lower lip against your upper *teeth*, instead let your lower lip just barely brush against your upper *lip*.

(Way back when we grappled with the Vilani in issue #5 of the *Traveller's Digest,* we proposed this solution to Marc Miller, and he approved it. This is the official solution to the missing "v" mystery, although little has ever been said about it in the official press.) — *Gary L. Thomas and Joe D. Fugate Sr.*

Concerning jump drives, how much fuel (as a percentage) does a ship use when it jumps a shorter distance than it is capable? If a jump-4 cruiser travels only two parsecs, can it make another jump-2? — M.T.

This is a good question, and we should have made the answer clearer in the *Starship Operator's Manual.* Classic **Traveller** says that when a jump-4 starship jumps only two parsecs, the same amount of fuel is used as in a jump-4 jump. In **MegaTraveller**, that is still true. Let's look closer at why this is so, according to the details presented in the *Starship Operator's Manual.*

Longer jumps primarily need more complicated hull grid energizing sequences, with the zuchai crystal network dumping its energy into the grid at a correspondingly faster rate. Because of this situation for longer jumps, the jump drive fusion plant needs to process more fuel even faster than for a lower jump, in order to mirror a "fast charge rate image" in the zuchai crystals.

To get this faster charge capability means a much bigger fusion power plant and a larger zuchai crystal network — which means the jump drive in total is significantly larger. This extra size allows the charging system to operate at a stepped up rate and still maintain reasonable safety limits.

The best way to tune a jump drive power plant is to tune it to the fastest charge rate for which it is expected to be run. This has the unfortunate side effect of making shorter jumps burn up nearly the same amount of fuel as a longer jump. But a well-tuned power plant produces a smooth zuchai crystal charge image. And, of course, a smooth charge image dramatically reduces the incidence of misjump.

To retune a jump drive for optimum fuel usage for any given jump requires time and expense approaching an annual maintenance. In fact, a large part of annual maintenance is retuning of the jump drive to maintain a smooth charge image.

So, what it all boils down to is this: if you tune a jump drive's fuel usage to be optimum for jumps below the drive's rated maximum, you then jeopardize the performance reliability of the ship when making the higher jumps. To get optimum reliability, you therefore tune the ship's drive to get good performance across all jumps. Unfortunately, this means that all jumps end up taking about the same amount of fuel, regardless of the jump distance. — *Joe D. Fugate Sr.*

Can turrets no longer have mixed weaponry? — G.G.

We have gotten this question often recently, and I must admit, it surprises me. Nowhere in the **MegaTraveller** design rules does it say you *cannot* have mixed turret weapons in a single turret. Good craft design involves looking at the list of can'ts and then trying everything else you can think of. Many published designs have mixed-weapon turrets. It seems to me the obvious answer is: *you most definitely can have mixed weaponry in a single turret.*

The craft design tables for turrets on pages 73 and 74 of the *Referee's Manual* list the values for one weapon of the type installed in the turret. If you want to create a triple turret containing a missile launcher, a beam laser, and a sand caster, then pick one missile launcher from step 10, one beam laser from step 11, and one sandcaster from step 15.

That's all there is to it. You have your mixed-weaponry turret. — *Joe D. Fugate Sr.*

Why rate the inoperative/destroyed spaceship systems if these values are not used in the space combat section? — P.C.

Even though starship combat doesn't currently use these point values (since the current *High Guard*-based version of starship combat is not point oriented), these point values *are* vital in ground combat (which *is* point based).

Suppose one of your player characters wielding an FGMP-15 decides to take a pot-shot at an enemy Scout ship that's on the ground? In my experience as referee, players often want to try offbeat stunts like this. The starship point ratings allow you to say confidently, "Okay, go ahead and shoot," instead of fumbling around, saying "Uh, uh, uh" a lot, and getting flustered because you are not sure they can even do that.

GDW and DGP are currently working on a joint project to produce an upgraded points-based starship combat system for **MegaTraveller**. This alternative system *does* use those points in starship combat. I am not free to divulge a publishing date as of yet, however. Watch these pages for more details as this project unfolds. — *Joe D. Fugate Sr.*

TIFFANY STAR
Fanzine

Newsletter supporting the HISTORY OF THE IMPERIUM WORKING GROUP (HIWG) in developing the future setting of the Imperium. Authors and artists include Marc Miller, Jeff Swycaffer, Ed Edwards, John Meyers, Gregg Giles, Craig Sheeley, Tom Peters, and Phil Morrissey. Mike Mikesh, editor.

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Ed Edwards, 1410 E. Boyd,
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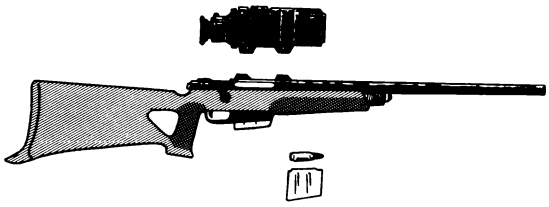
9MM BOLT ACTION RIFLE



Tech Level 10 version illustrated

NOTES: hand load, 1 round at a time.

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	7	Bolt-Action Rifle	3.0 liters	4.0kg	Cr1,000
O	10	Modified Bolt-Action Rifle	2.7 liters	3.5kg	Cr1,200

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Danger Space	Weight	Price
O	7	20 rds	bullets	med	med	—	0.8kg	Cr40
O	10	40 rds	bullets	med	med	—	1.0kg	Cr50

med sig=some light/noise generated; easy to spot if fired in darkness;
med recoil=causes disorientation if fired in a zero-g environment

AMMO USAGE RECORD (OPTIONAL)

Each square represents one round

O TL7:

O TL10:

DESCRIPTION

This finely crafted sporting rifle uses 9mm magnum rounds with 12-gram soft-nosed semi-jacketed bullets. The rifle's solidly-fitted, precisely-crafted components give it a good long-distance accuracy, and telescopic sights further improve accuracy at very long distances.

One combat round is required to load the chamber with a new round from the magazine. Two combat rounds are required to reload this rifle with a new magazine. The high velocity slug mushrooms as it penetrates its target and causes 4 hits worth of damage. Custom made versions with checkered stocks, precious metal inlays, or stocks of rare woods can cost up to three times as much as the standard rifle. Ammunition is *not* interchangeable with 9mm ammunition for pistols and submachine guns.

TASK LIBRARY

Type	Round	Max Range	C*	S*	M*	L*	VL*	Hit Dmg
—	bullets	V Long	R/4	R/4	D/4	D/2	F/2	4
scope	bullets	V Long	R/4	R/4	D/4	D/2	D/2	4
gyro (TL10)	bullets	V Long	R/4	R/4	R/4	D/2	F/2	4
scope+gyro	bullets	V Long	R/4	R/4	R/4	D/2	D/2	4

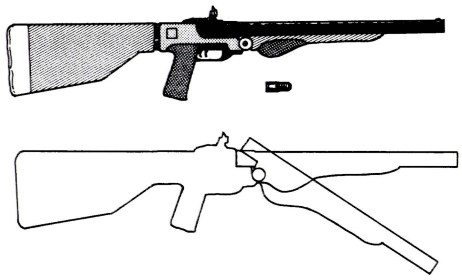
*for the range given, hit difficulty/penetration is listed.

To repair a damaged rifle:
[varies], Mechanical, Dex, [varies]
Referee: Difficulty depends on the damage level of the gun; use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage.....3 min
minor damage.....10 min
major damage.....2 hrs
destroyed.....6 hrs

For field repair, apply the standard difficulty increases.

13MM DOUBLE BARREL BIG GAME RIFLE



Tech Level 10 version illustrated

NOTES: hand load, 2 rounds at a time.

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	5	Double Barrel Rifle	4.0 liters	5.0kg	Cr2,000
O	10	Double Barrel Rifle	3.7 liters	4.5kg	Cr1,500

AMMO STATISTICS

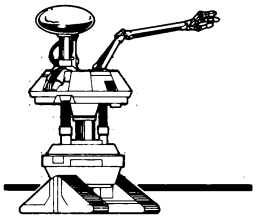
	TL	Clip Size	Round	Sig	Recoil	Danger Space	Weight	Price
O	5	20 rds	slug	med	high	—	1.2kg	Cr60
O	10	20 rds	slug	med	high	—	1.0kg	Cr50

med sig=some light/noise generated; easy to spot if fired in darkness;
high recoil=cannot move during turn if firing

AMMO USAGE RECORD (OPTIONAL)

Each square represents one round

O TL5: ☐☐☐



Affordable Transport, Part 2 (Budget Grav Vehicles)

TRAVELLER TECH BRIEFS
—By Mike Jackson

In **Traveller**, one of the greatest advancements in transportation technology is the grav vehicle. The grav vehicles that have been presented so far in **MegaTraveller** publications are at the high end of the financial spectrum. Such deluxe vehicles (such as tanks, APCs, specialty craft, or wilderness vehicles) are of most interest to adventurers travelling to exotic or hostile environments. This article addresses the other end of the spectrum — the common, inexpensive grav vehicle — the family car of the future.

DESIGNING LOW-COST GRAV VEHICLES

The grav vehicles in *101 Vehicles* for the most part have one thing in common: high cost. Many of these vehicles have prices in the six or seven figure range, putting them beyond the means of the average Imperial citizen. The high price of these vehicles makes perfect sense — they are designed for the rugged and demanding treatment of wilderness or combat activity, not the tame environment of the modern high-tech metropolis.

Further, most of these vehicles are designed for high performance, good protection, and lengthy durations of operation, and they mount top-notch computers, sensors, and communicators. None of this is necessary in an urban environment, where the nearest shop or fueling stop is at most a phone call away.

Designing low-cost grav vehicles using the *MegaTraveller Referee's Manual* is a relatively simple process. The following is a basic outline of how to design a useful grav vehicle, while keeping the cost low enough for even a newly generated player character (PC) to afford.

Chassis: Keep the chassis small and light. The bigger a vehicle is, the more grav modules you need to keep it up, and the more power and fuel the beast is going to drink up. Make the vehicle no more than a displacement ton or two. Keep the armor to a minimum, no more than level 4, to keep it light. You don't need the vehicle to go faster than 300kph (remember, it's being used mainly in the city), so leave the chassis unstreamlined. Configurations 3 (cylinder) and 4 (box) are the best.

Power: Your biggest power user will be the grav modules, so do the locomotion section first. Fuel Cells are the only practical power source, as they are small, cheap, and don't use a lot of fuel. Batteries are possible if you never want to leave the city, and will need to be recharged about as often as an internal combustion engine needs refueling. Fusion power plants are great when you need a lot of power, but here they're too big, too heavy, and far too expensive for general use. Once you calculate in the scale efficiencies for small fusion plants (table 2, page 64 of the Referee's Manual), they become downright useless for such small, light-duty domestic vehicles.

Locomotion: Choose standard (TL9) grav modules. They may use more power than other grav modules, but adding the extra fuel cells is a lot cheaper than buying even one low-power grav module. As a general rule of thumb, get twice as many tons of thrust as you have UCP tons of displacement (i.e., if your vehicle is one ton displacement/ 13.5 kl, get two grav modules for two tons thrust). Unless you plan on a lot of cargo space, this will always get you up to the 300kph top speed dictated by your configuration.

Don't buy avionics. They're extremely costly and eat up as much power as your grav modules. Besides, flying nap-of-earth in a city at faster than 40kph is prohibited on most worlds anyway.

Communication: You don't need a meson communicator in a city, and the satellite communication nets in place on most tech 10+ worlds mean you don't need more than a few kilometers of range. Get a radio with 50 km range, or perhaps a bit larger if you like. That's all you'll need.

Sensors: Exploration and fighting vehicles need sensors, lots of them, and for good reason. But your budget grav vehicle needs them for only one reason — to keep from hitting other vehicles or hitting the ground. Sensors cost a tremendous amount, and the only cheap and useful one available is the short range radar. It will serve your purposes adequately, and you only need a few kilometers of range anyway. And don't forget to get headlights, so you can see where you're going at night!

Weapons: You don't need any weapons on a civilian grav vehicle, but for the sake of completeness, let's discuss weapons anyway. None of the weapons in the *Referee's Manual* are cost or power effective; if you want one then you're not designing a vehicle, you're designing a full-fledged spacecraft (spacecraft design is beyond the scope of this article). Use personal weapons — autorifles, lasers, grenade launchers. These are light, cheap, and use very little power. Statistics aren't given in **MegaTraveller**, so use the values in *Book 8: Robots* or in *Striker. Book 8* doesn't give volume, but most of these weapons take up 1 liter of volume per kg of weight.

Environ: Again, it's assumed that this vehicle is for urban use, so extended life support is unnecessary. Get basic life support if you want to use the vehicle on any world without a comfortable atmosphere. Grav plates and inertial compensators are a necessity for fast combat and space vehicles, but are just an expensive, power-sapping frill for light-duty urban craft.

Controls: A computer is perhaps the most expensive component available for a grav vehicle, Cr60,000 at the cheapest. While perhaps a necessity for some craft, a computer becomes a liability here. This means you'll have to get electronic (TL7) control panels, but that's okay. This vehicle is so cheap you'll only need a couple of them anyway.

If you really need a computer, say for the occasional orbital flight, get a robot brain. They're small, not too expensive, and might even be able to fly the grav vehicle for you.

Other: As mentioned earlier, fuel cells don't use a lot of hydrogen. You should easily be able to carry enough fuel for a month's operation. Even the smallest fuel tank will hold enough for several days.

Keep cargo low, because it generally weighs a lot, which means more grav modules are required.

BUILT TO LAST

One of the good things about the more expensive grav vehicles already in print is their durability. Unlike the cars

and planes of twentieth-century Terra, the more expensive high-tech grav vehicles are built to last. When you buy an air/raft built for heavy-duty use, you can expect it to last a long time, perhaps your entire life. This means even an average citizen may decide to save up for an expensive craft, and it also means that long-term bank financing is available.

Grav vehicle financing works just as it does for robots (see table below). Note that grav vehicles typically last longer than robots, as they have almost no moving parts.

GRAV VEHICLES

TL	Life in Years	MaxLoan Term
9	10	4
10	25	10
11	40	16
12	55	22
13	70	28
14	85	34
15	100	40
16	150+	40

USED VEHICLES

For those who still can't afford a new grav vehicle, there is always the option of buying a used one. Used vehicles are available through dealers, trade exchanges (electronic boards or in person), local advertisements, and of course, direct from the original owner.

Used grav vehicles are often aged, and sometimes damaged. Roll on both the age table and the damage table to determine the vehicle's condition. Superficial damage means the craft still works, but may be dented, scratched, or have worn upholstery. Minor damage means that some system is not functioning properly — perhaps the radio is broken, or the vehicle can only reach half of its rated speed. Major damage means the vehicle will not function, and must be repaired. Destroyed means it is essentially scrap.

To repair a used grav vehicle, use the standard repair tasks in the *Referee's Manual.* The average selling price of a used grav vehicle depends on its condition — No damage: 80% list price. Superficial damage: 70% list price. Minor damage: 60% list price. Major damage: 50% list price. Destroyed: 10–30% list price.

AGE IN YEARS

TL	Age
9	3D-3 years
10	(3D-3) x 2 years
11	(3D-3) x 4 years
12	(3D-3) x 5 years
13	(3D-3) x 7 years
14	(3D-3) x 8 years
15	(3D-3) x 10 years
16+	(3D-3) x 15 years

CONDITION

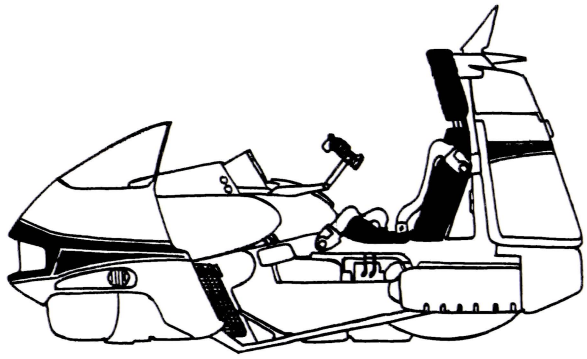
Die	Condition
2	No damage
3	No damage
4	No damage
5	No damage
6	No damage
7	Superficial
8	Superficial
9	Minor
10	Minor
11	Major
12	Destroyed

To assess the condition of a used vehicle:
Difficult, Edu, [applicable skill], (uncertain)
Referee: Applicable skills depend on the vehicle. For grav vehicles use gravitics or grav vehicle skill, for wheeled vehicles use mechanical or wheeled vehicle skill, and so on.

RENTALS

If a character still can't afford to buy a grav vehicle, he can always try to rent one. Rentals are relatively cheap over the short term, but over any extended period of time become more expensive than an outright purchase. Prices vary, but typically run about 0.0005 x the list price per day. Thus a *Siengo* Economy Grav (see design below) would cost Cr8 per day, and a *Kankurur* G-Carrier would run a whopping Cr5,315 per day. Rentals are usually for a pre-specified number of days, with payment almost always made in advance. Any damage done to the vehicle must be paid for in full by the renter.

DESIGN EXAMPLES

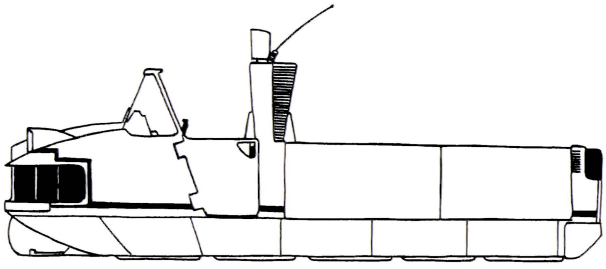


***MIN* GRAV CYCLE**

Craft ID: *Min* Grav Cycle, TL 10, Cr7,900
Hull: 1/2, Disp=0.074, Config=3USL, Armor=1E Unloaded=0.39 tons, Loaded=0.69 tons
Power: 1/2, Fuel Cellx2 =0.18Mw, Duration=30/90
Loco: 1/2, Std Grav, Thrust=1 ton, NOE=40kph, Cruise=225kph, Top=300kph, MaxAccel=0.4G
Commo: Radio=VeryDist (50km)
Sensors: Radar=Dist (5km), Headlight
Off/Def: Hardpoints=1
Control: Panel=Electronicx2, no environ.
Accom: Crew=1(Driver), Seats=1 (open)
Other: Cargo=0.28kl, Fuel=0.288kl, ObjSize=small, EmLevel=faint

Perhaps the least expensive grav vehicle ever marketed, the Min is manufactured under license by dozens of corporations on many worlds across the Imperium. It is small, reliable, and easy to operate, and at its price, it is a common sight in human space.

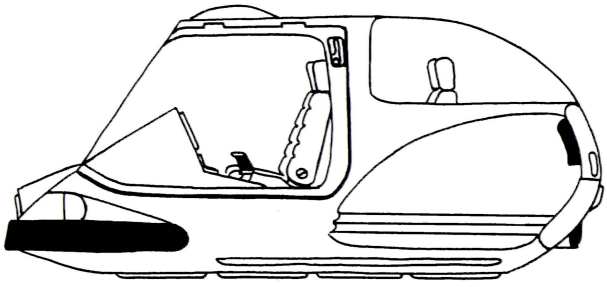
Because it is designed in a motorcycle format, the operator must ride on the outside of the vehicle. There is a small cargo compartment on the back and there are harnesses for both the driver and a single passenger.



TRELEA UTILITY GRAV

CraftID: *Trelea* Utility Grav, TL 13, Cr18,750
Hull: 2/5, Disp=2, Config=4USL (open top), Armor=1F, Unloaded=0.918 tons, Loaded=3.488 tons
Power: 1/2, Fuel Cellx4 =0.54Mw, Duration=26/78
Loco: 1/2, StdGrav, Thrust=4 tons, NOE=40kph, Cruise=90kph, Top=120kph, MaxAccel=0.1G
Commo: Radio=VeryDist (50km)
Sensors: Radar=Dist (5km), Headlightsx2
Off/Def: Hardpoints=1
Control: Panel=Electronicx5, no environ
Accom: Crew=1 (Driver), Seats=adequatex6, Open-topped
Other: Fuel=1kl, Cargo=7kl*, ObjSize=Small, EmLevel=faint

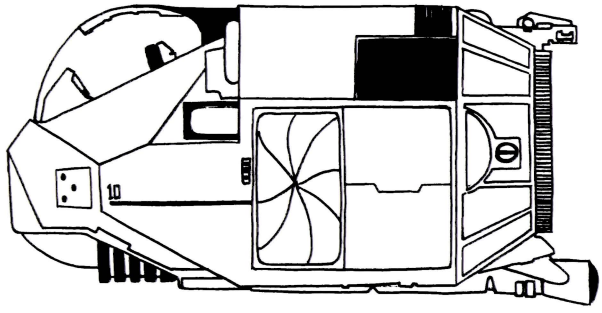
The *Trelea* is a common, inexpensive grav vehicle, essentially a large, cargo-carrying air/raft. It is relatively slow, but seats 6 (9 if cramped). The *Trelea* is unusual in that it has more cargo space than weight capacity — it can carry only 2.5 tons of cargo, but has space for 7kl (even more if stacked higher; the vehicle is open-topped).



SIENGO ECONOMY GRAV

CraftID: *Siengo* Economy Grav, TL15, Cr16,150
Hull: 1/2, Disp=0.075, Config=4USL, Armor=2G, Unloaded=1.055 tons, Loaded=2.106 tons
Power: 1/2, Fuel Cellx2 =0.54Mw, Duration=37/111
Loco: 1/2, StdGrav, Thrust=3tons, NOE=40kph, Cruise=225kph, Top=300kph, MaxAccel = 0 .43G
Commo: Radio=VeryDist (50 km)
Sensors: Radar=Dist(5km), Headlightsx2
Off/Def: Hardpoints=1
Control: Panel=Electronicx5, Environ=BasEnv, BasLS
Accom: Crew=1(Driver), Seats=cramped x4
Other: Fuel=0.73kl, Cargo=1kl, ObjSize=Small, EmLevel=Faint

The *Siengo* is a typical low-cost family grav vehicle. It is small, fully enclosed, and easy to operate. Many variants and imitations are produced throughout the Imperium, and models are updated every few years to entice new purchases — such variations are largely superficial, giving the vehicle a new look, but few, if any, new capabilities.



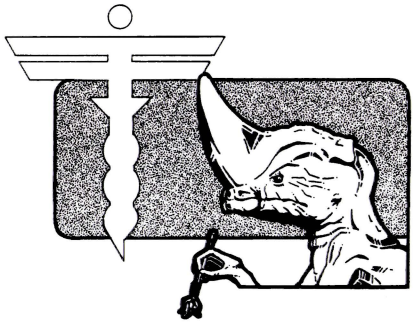
SPECTRE BUDGET SPACE VEHICLE

CraftID: *Spectre* Budget Space Vehicle, TL 15, Cr152,300
Hull: 1/2, Disp=1, Config=4USL, Armor=40G, Unloaded=8.66 tons, Loaded=11.73 tons
Power: 1/2, FuelCellx8 =2.16Mw, Duration=13/39
Loco: 1/2, StdGrav, Thrust=20 tons, NOE=40kph, Cruise=225kph, Top=300kph, MaxAccel=0.7G
Commo: Radio=Continental(5,000km)
Sensors: Radar=Planetary(50,000km),Headlightsx2
Off/Def: Hardpoints=1
Control: RobotBrain (Int3, Edu1), Panel=HoloLinkx1, Environ=BasEnv, BasLS, ExtLS
Accom: Crew=0 (optional pilot), Seats=crampedx4
Other: Fuel=1kl, Cargo=3kl, ObjSize=small, EmLevel=faint

The *Spectre* is an inexpensive, space-capable grav vehicle used by inhabitants of asteroid belts, starship crews, and other space workers. At less than a tenth the price of other space transport, it is an excellent buy.

The *Spectre* is unstreamlined; though it does 0.7Gs acceleration in vacuum, it has a top atmospheric flight speed of only 300kph. The vehicle's large fuel capacity gives it a range of over 500 million km, and its reclining seats and entertainment programs make 13 day trips possible, though uncomfortable.

Instead of a computer, the *Spectre* uses a robot brain, both to reduce cost and to increase its usability — most people have no spaceflight skills, and in such cases the vehicle can fly itself. The brain is programmed as follows: LowData, Limited Basic Command, Ship's Boat-1, Navigator-1, Grav Vehicle-1. •



Diseases and Their Treatment

MEDICAL DIGEST

— by Terry McInnes

Ten thousand years of human interstellar travel have shown that humaniti is immune to most native microorganisms found on worlds throughout charted space. Ironically, perhaps the most plentiful source of hostile microorganisms is Terra itself, the homeworld of the humans (incidentally, this is a good argument that Terra is, in fact, the true homeworld of humaniti).

While the Vilani did encounter hostile microorganisms on other worlds in their early interstellar travels, most such infections were more annoying than deadly. It was during the Rule of Man that the worst epidemics of hostile microorganisms occurred. The Solomani settlers of that time brought viruses, bacteria, and other disease pathogens of Terran origin with them as they expanded throughout explored space.

The effect of spreading Terran pathogens to the Vilani and other minor human races was immediately felt, and many historians claim these "plagues" contributed to the defeat of the First Imperium. Viral diseases contracted from Solomani prisoners of war (including infections like influenza and measles), spread throughout the Vilani population of entire cities, and incapacitated many units of the First Imperium's forces.

The Plague of Duskir — the most famous — followed in the wake of advancing Solomani troops and affected worlds from the Solomani Rim to Vland. The Plague was a complex infection caused by a combination of microorganisms common to the Solomani, including yeast, staphylococci, digestive bacteria, and venereal disease.

Although Terran medical technologists moved swiftly to prevent as many deaths as possible (and while many Vilani were able to develop a degree of immunity), several thousand worlds were infected, and the final death toll came to over one billion.

Today, while such mammoth interstellar plagues are unheard of, no sophont — human or otherwise — is totally free from the risk of disease and infection. The microflora of Terra are now found wherever humans travel, and local mutations often defy a traveller's developed immunities. Non-Terran hostile microorganisms may sometimes be encountered as well. Individuals need to be especially careful on worlds with primitive or limited medical technology, or on worlds that have been devastated by the factional wars now raging through Imperial space.

IN THE GAME

Generally speaking, characters have a greater chance of contracting diseases on a low-tech (TL4-) world with a standard atmosphere than on any other. Disease has either been eradicated or substantially reduced on high-tech worlds (TL11+) and consequently, the chances of becoming ill are much less.

Pathogens affecting humans are generally not found on vacuum worlds or on worlds with exotic atmospheres, and

biological pathogens are less likely on worlds with certain kinds of tainted atmospheres (although sometimes a biological pathogen *is* the taint).

Nevertheless, microorganisms can be found in the closed confines of a starship, or any such sealed community (such as a domed city, underground city, arcology, or an orbiting habitat). Coming in contact with a disease carrier who contracted the illness on an infected world is yet another possibility.

SETTING UP A DISEASE ENCOUNTER

Each character has a chance of contracting a disease. The referee should predetermine when this is to occur, and use this "disease encounter" as a predetermined encounter as per the normal encounter sequence in the *Referee's Manual.*

If the characters are adventuring in a location with a known disease outbreak, you may also want to provide a fateful, uncertain task for the player characters to avoid contracting the disease.

Determine the incubation period randomly, and roll the severity of the character's disease using the chart on the following pages.

DISEASE EFFECTS

Characters may come down with anything from a mild upper respiratory infection to a severe fever or plague that can kill within a few hours or days. Not only have the "classic" Terran diseases spread throughout human space, but mutations of these diseases have also arisen.

Because there are so many possible diseases a character could contract, it is simplest to concentrate on the effects of an illness, rather than dealing with any specific named disease (although naming a disease will enhance the role-playing flavor). Disease effects are treated similar to wounding in combat. However, a disease affects specific body systems: the respiratory system, the gastrointestinal system, the nervous system, the muscular system, or the circulatory system.

The diseases covered here are acute infectious diseases, rather than long-term degenerative diseases. It is assumed that the **MegaTraveller** aging rules automatically take into account the effects of any long-term diseases the characters may suffer.

The "affected body system" table gives an approximate idea of what the effects of a specific illness could be. The exact effects are determined by the severity of the illness and its location, as well as by the referee's imagination. As examples, a mild respiratory illness might be the equivalent of a common cold, while a character suffering from a catastrophic respiratory illness is fighting a case of life-threatening pneumonia or an equivalent. Similarly, a mild nervous system illness could amount to a mild headache, while a disabling nervous system infection could be anything from a high fever to a form of meningitis or its alien equivalent.

TREATMENT

An ill character who is suffering from a mild illness and is ambulatory, or who is disabled but conscious, can usually recover on his own. The ill character's UPP will remain at a temporary low level until he has recovered.

A disabled character must rest in bed during the illness. If forced to move about, recovery time will be extended an additional 1-6 days unless moved under medical supervision.

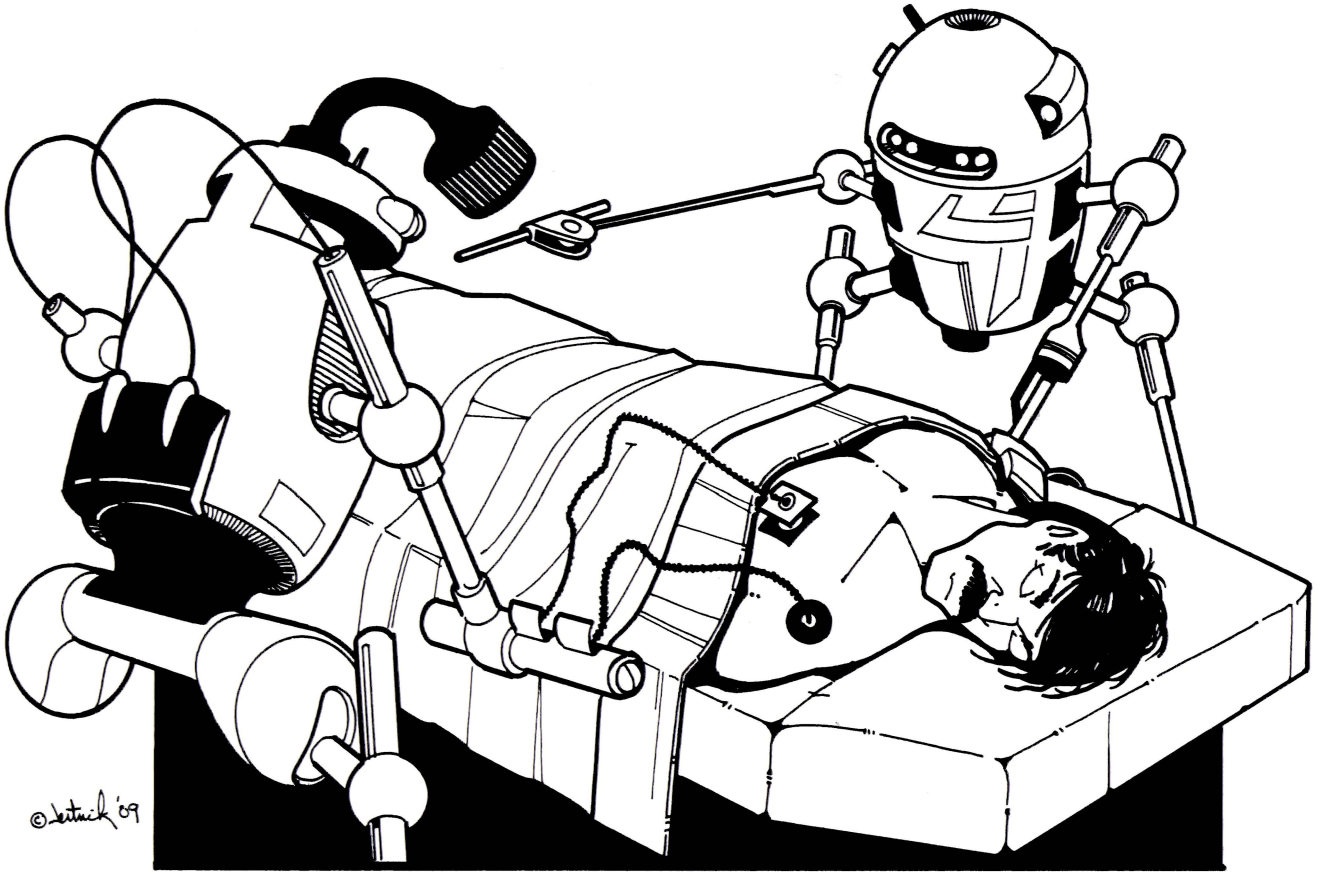
A character in a coma (two characteristics reduced to zero) must spend the first 1-6 days under intensive care in order to recover completely. If this intensive care is not received, the character is permanently impaired and may die.

Intensive care time must be spent in an intensive care facility with at least a Medic-2 in attendance. The character regains consciousness with one characteristic increased to 1 after this time in intensive care. A character who regains consciousness must spend the remainder of the illness hospitalized in a normal ward or room. It is entirely possible for a character in a coma not to recover and to remain in a permanent vegetative state or to die while in coma.

REANIMATION

A character who would otherwise die may be brought back to life if TL13 or higher medical facilities and a reanimation specialist (Medic-5+) with a supporting medical team are available.

To be eligible for reanimation, the character needs to be placed into a low berth within moments after death. He must arrive at the reanimation facility within 30 days after being suspended in low berth. Only one reanimation attempt is usually possible, since the body systems experience severe trauma from the reanimation process.



If the initial reanimation succeeds, the patient is alive, but in a coma. The character must next recover from the coma. Even if initial reanimation succeeds, if the character fails to recover from the coma he will die, which means the reanimation is considered a failure and the character is dead for good. There is no second chance with reanimation.

DRUGS

There are a number of drugs useful in preventing or treating contagious diseases, including vaccines, antitoxins, antibiotics, antivirals, metabolics, and retroviruses. These can be obtained only by a physician (Medic-3+) or by physician's prescription on worlds with law levels of moderate or higher (law level 4+). On worlds with law levels of low or less (law level 3–), these drugs may be obtained over the counter.

Symptomatic Relief (TL4): In addition to the medical drugs described above, symptomatic relief drugs such as pain relievers, anti-nausea drugs, and decongestants are available over the counter beginning with simple pain relievers at tech level 4 and others by tech level 6. They are available in pill form and cost Cr5 per 100 doses. Taken every four hours, these subtract one point of damage from the total suffered by patients with mild and disabling illnesses.

Vaccines (TL5): Vaccines help prevent illness if taken as recommended, by stimulating the body's immune system against invading viruses. They help keep a character from contracting a disease, and reduce the severity of a disease if it does develop. Vaccines that are effective against a single disease are available for Cr15 per innoculation. Characters who travel routinely receive all vaccinations against common diseases of their destination planet.

Antitoxins (TL6): Antitoxins aid in the recovery from an illness by combating the poisons generated by microorganisms. Antitoxins cost Cr20 per injection. Early antitoxins are disease specific and aid in the recovery from only one disease. (There are also specific antitoxins for animal venoms and plant poisonings.)

Antibiotics (TL6): These drugs attack the bacteria and similar microorganisms that invade the body and hasten the patient's recovery. They are not effective against virus-caused diseases.

Although antibiotics are useful, they have several drawbacks. A specific antibiotic may not be effective against the invading microorganism, and more than one may have to be administered to combat a specific infection.

Antibiotics may cause allergic reactions, if exceptional failure occurs on the treatment task. This extra damage must be treated as a separate injury. Antibiotics cost Cr50 per injection.

Antivirals (TL8): Antivirals act similarly to antibiotics but against viral pathogens. They cost Cr50 per injection.

Metabolics (TL8): Metabolics are expensive and rare drugs that alter the patient's metabolism and enable the patient to fight the disease more effectively. They are always effective. The "To locate a metabolic..." task must be rolled to determine if the drug is available. Metabolics cost Cr1,000 per injection.

Broad-Spectrum Vaccine (TL10): Vaccines that guard against most common viral diseases are available at tech level 10 for Cr100 per innoculation.

Retroviruses (TL11): A retrovirus is a specially engineered virus that links parasitically with the harmful microorganism and kills it. A successful retrovirus treatment is often very effective, yielding a rapid recovery. Retrovirus treatment is specific to the disease, and may not always be available. If a retrovirus for the disease is not available, then one must be engineered by an individual with medical skill (when dealing with known diseases; a process which can take from 6 to 36 hours) or by an individual with genetics skill (when dealing with unknown diseases; this process may take weeks).

Off-the-shelf retrovirus treatment costs Cr1,000 for one dose, given by injection. One treatment is usually sufficient. Specially engineered retroviruses typically cost Cr5,000 or more per treatment.

Broad-Spectrum Antitoxins (TL12): More effective broad-spectrum antitoxins affecting a wide range of diseases are available at tech level 12 for Cr100 per injection.

Fast Retroviruses (TL12): With growth quickening techniques, it becomes possible to engineer a retrovirus for any known disease in 6 to 36 minutes, instead of 6 to 36 hours. Fast retrovirus treatment, grown on the spot, costs Cr15,000 to grow one injection treatment, which is often enough to cure the disease. A fast retrovirus provides a way for an individual with tech 12+ medical gear to grow a treatment quickly for any known disease if none is otherwise available.

Broad-Spectrum Retroviruses (TL15): Genetic engineering techniques advance to such a point that it becomes possible to produce "smart" retroviruses that can seek out and link with a wide range of known diseases. These retroviruses are difficult to engineer, however, and may not always be available. A broad-spectrum retrovirus treatment, if available, costs Cr2,500 per treatment, which is usually sufficient to do the job. If the retrovirus needs to be engineered, it must be produced under laboratory conditions (not in the field) and it costs Cr25,000 per custom-grown treatment.

ADMINISTERING DRUGS

Antibiotics and antivirals may be administered by any character to conscious characters orally in pill form. Otherwise, drugs are administered by a Medic -1+.

COSTS

A visit to a physician costs Cr50 for routine examination and treatment in addition to the cost for any prescribed drugs. In addition, physicians charge Cr100 per day to treat a patient hospitalized with a disabling illness, and Cr500 per day to treat a patient hospitalized with a catastrophic illness.

Hospitals cost Cr100 per day for regular care and Cr500 per day for intensive care. Medic-2 nurses are available for Cr50 per day for disabled patients who do not wish to be hospitalized.

Reanimation costs Cr100,000 for the reanimation specialist, Cr50,000 for the specialist's assistant, and Cr10,000 for each of up to three reanimation nurses. Hospitalization in the reanimation unit costs Cr5,000 per day. •

TREATMENT OF DISEASE

Once the referee has determined that a character has succumbed to a disease, perform the following steps.

Note: The time it will take for a character to feel the effects of a disease depends on the disease's incubation period (determined by the referee). During that period, the character will feel normal. The disease's symptoms will appear at the end of the period and worsen to the level determined by step 1.

DISEASE EFFECTS

1. Determine disease severity

Roll a mishap (2D or 3D: referee's choice) to determine the severity of the illness.

Superficial	Mild illness
Minor	Disabling illness
Major	Catastrophic illness
Destroyed	Fatal illness

Allow the character to roll a saving throw of 3D-3 against his endurance: if successful, reduce the severity of the illness one level. For a mild illness, a successful saving throw means the mild illness automatically has an effect of 1 damage point in the next step (step 2).

2. Determine disease effects

Roll on the table below to determine the temporary damage this disease causes to the character's Strength, Dexterity, and Endurance. Apply one die to one of each of the characteristics. For example, a character with a disabling illness will roll 2D and apply the roll of each die to a single characteristic, for a total of two characteristics affected.

Mild illness	1D
Disabling illness	2D
Catastrophic illness	3D
Fatal illness	4D

- *If **one** characteristic is reduced to zero,* the character becomes bedridden.
- *If **two** characteristics are reduced to zero,* the character lapses into a coma.
- *If **all three** characteristics are reduced to zero,* the character is dying and will live only another 1 to 6 hours.

3. Determine affected body system

Roll 1D on the table below to determine the body system affected by the disease.

1 Respiratory System
2 Gastrointestinal System
3 Respiratory System
4 Gastrointestinal System
5 Muscular System
6 Nervous System (not including brain)
7 Circulatory System (including heart)
8 Nervous System (including brain)

DMs:
If mild illness, -1
If disabling illness, +1
If catastrophic illness, +2

REANIMATION

1. Reanimating a dead character

If the character was placed into a suspended condition (using a low berth) within 1-6 minutes of death, then the character is eligible for reanimation at a tech level 13+ medical facility. Once he is reanimated under top-notch medical supervision, the condition that killed the character may be treated, with the possibility that he can be restored to full health.

To reanimate a dead individual:
Formidable, attending Medical, End, 3 days (fateful)

Referee: This task may only be attempted in medical facilities of tech level 13+. If this task succeeds, the individual is in a coma and must proceed to the Treatment and Recovery Section, below. If the reanimation task fails, the individual dies.

TREATMENT AND RECOVERY

1. Diagnose and treat the illness

The attending physician must diagnose and treat the illness.

To diagnose and treat an illness caused by microorganisms:
[diff varies], Medical, Int, [time varies]

mild=simple	mild=1 min
disabling=routine	disabling=2 min
catastrophic=diff.	catastrophic=5 min
fatal=formidable	fatal=10 min

Referee: This task indicates the amount of time the physician must spend on the initial treatment — periods of recovery and healing are also required.

Treatment may be augmented by the use of certain treatment aids — see the Treatment Aids section.

If a superficial or minor mishap occurs during treatment, apply the additional mishap damage to the patient as further wounds.

If a major mishap occurs, full recovery may not be available even with the best treatment and the latest technology. Roll a 2D mishap and apply the additional damage as permanent damage.

2. Regaining consciousness (if in a coma)

Once a character in a coma has been successfully treated, use this step to see if and when the character regains consciousness. Skip this step if the character is already conscious.

The referee may want to define tasks to allow the PCs to seek help from non-conventional coma treatment techniques, like direct computer links to the nervous system or the use of psionics.

To regain consciousness from a coma:
Difficult, attending Medical, End, 1Dx1D hours (fateful)

Referee: For each attempt that results in exceptional failure, make one damage point of the character's impaired Strength, Dexterity, and Endurance permanent. Notice the character's condition could deteriorate over time, so that the severity of the illness worsens.

The character automatically dies on a fumble (natural roll of 2).

Once a character in a coma regains consciousness, proceed to the next step (step 3).

3. Recovery when conscious

To recover from a disease when conscious:
[diff varies], Medical, End, [time varies]

mild=simple	mild=2 hours
disabling=routine	disabling=1 day
catastrophic=diff.	catastrophic=4 days
fatal=formidable	fatal=8 days (maybe indefinite)

Referee: A fumble indicates a sudden reversal and the patient dies. Any failure means the character must be treated by the attending physician again — the first treatment did not take. On a fatal disease, failure means the character's condition is terminal.

The time duration represents the period of total inactivity (bed rest) the character must get during the recovery period.

4. Healing

An ill character, once successfully treated and on the road to recovery (i.e., having rolled a successful recovery task), heals at the following rates, depending on the level of illness:

Mild illness	+1 per day for each characteristic
Disabling illness	+1 per day for one characteristic (PC's choice)
Catastrophic illness	+1 per 2 days for one characteristic (PC's choice)
Fatal illness	+1 per week for one characteristic (PC's choice)

TREATMENT AIDS

Certain drugs aid in the recovery from disease.

1. Determine treatment aid (if any)

The attending physician is always assumed to be using some minimal form of treatment aid in the basic treatment task. However, for additional interest and an improved chance of recovery, consult the following table to select which (if any) treatment aid may be employed to augment the physician's treatment.

TREATMENT AIDS TABLE

Treatment Aid	Treatment Task Augment	Recovery Time Increment Multiple
Antitoxins (TL6-11)	+1	x1.0
Antitoxins (TL12 +)	+2	x0.8
Antibiotics/Antivirals	+1D-3 (note 1)	x varies (note 2)
Metabolics (TL8-11)	+2 (note 3)	x0.5
Metabolics (TL12+)	+3 (note 3)	x0.5
Retrovirus (TL11-14)	+4 (note3)	x0.1
Retrovirus (TL15+)	+5 (note 3)	x0.1

Add the task augment DM to the treatment task.

Multiply the recovery task time increment in step 3 by the time increment multiple.

Note 1: If the augment DM is 0, the treatment aid is ineffective.
Note 2: Compute the time increment multiple as: (Task Augment DM+10/10)
Note 3: Metabolics and retroviruses are not always available at the lower tech levels. Use the following task to determine availability:

To locate a metabolic or retrovirus:
[difficulty], Medical, Admin or Streetwise, [time duration]

TL8-10=Formidable (metabolic only)	TL8-10=1 hour
TL11-12=Difficult	TL11-12=30 min
TL 13=Routine	TL13=5 min
TL 14+=always available	

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Library Data: Trojan Reach Sector	☐	☐	☐	☐
Library Data: Reft Sector	☐	☐	☐	☐
Traveller Q&A	☐	☐	☐	☐
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FOR OUR INFORMATION

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☐ Yes ☐ No

Comments:

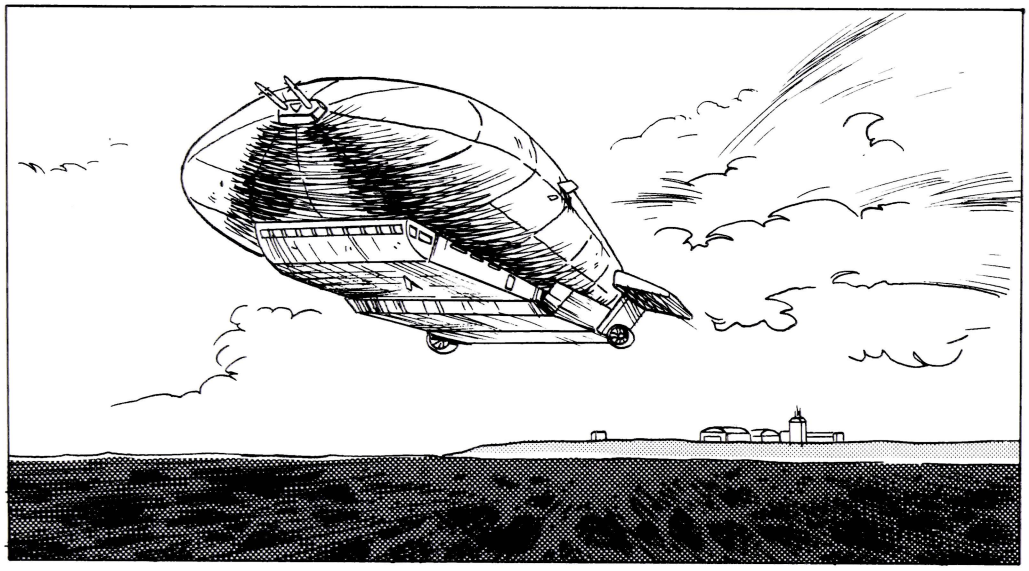
Middlemen

—by Mark Galeotti

REFEREE'S OVERVIEW

This is an adventure which stresses commercial acumen and is ideal for characters with some sort of business angle. Most independent ship operators and traders, for example, would turn their hand to whatever should yield a fairly quick profit.

The important thing is to play out encounters in full: the meat of the adventure is the interaction with various individuals, business dealings, and the mounting frustration of the players as the odds seem stacked against earning their lucrative bonuses.



THE CONSORTIUM

The water world of Botany Bay produces light industrial goods for the whole American Arm. From the capital of New Cairns, thriving communities have spread to other islands, including the Aborigine settlement of Ranipawab. Able, energetic, and enterprising, the Aborigines have built up a solid economic standing. There is a healthy flow of trade between New Cairns and Ranipawab. Hydrogen and sail-powered ships ply the straits regularly, as do a few cargo zeps. Abnormally high winds keep air traffic to a minimum, but a small consortium of Aborigine investors and entrepreneurs, AKO, Inc., thinks it has identified a chance for a commercial air service.

Like many other nations, Russia regularly disposes of "non-lethal" army-surplus equipment on the open market. Two old wing-in-ground-effect transports (wingships) are to be auctioned on Tirane. Hybrid hover/aircraft, built to combat standards with full foul-weather and day/night pilot systems, they are rugged enough to operate on the turbulent New Cairns-Ranipawab route. As wingships are faster than ships or zeps, and cheaper to run and safer than aircraft, they could serve AKO well by shuttling cargo and passengers.

The consortium is wary of alerting potential rivals to the opportunity, and is made up of busy individuals disinclined to take time off for such a straightforward task as procuring the wingships. Hence AKO will approach the characters to act as their agents.

THE OFFER

The characters may be based on Botany Bay and be contacted in person. Otherwise a lawyer representing AKO will contact them by secure mail, enclosing a computer chip with details of the offer, handling instructions, authorization for using AKO credit lines, and a voice-print contract for the characters to confirm and return.

The terms are these: as well as being reimbursed for standard passage to Tirane, the characters will receive Lv2000 each to buy the wingships, check their airworthiness, and arrange their safe and prompt transfer to New Cairns. Their responsibility ends when the wing ships are loaded on board ship and bound for Botany Bay. In addition, AKO is offering a series of bonuses if the characters meet various targets, all or some of which can be taken in the form of AKO stock at a special rate of Lv125 shares for Lv100.

WINGSHIPS

Configured much like a Loadmaster, a wingship can fly like an aircraft but is optimized for altitudes of 10-20m. At these heights it generates a cushion of air between its wings and the ground (or sea), markedly reducing drag and fuel consumption and increasing payload by about 500%.

The two wingships in the auction are 15-year-old Shtemtenko Sht-31s, a venerable but reliable design. With a length of 50m and a wingspan of 28m (halved when the wings are folded for parking), each can carry a maximum payload of 250,000kg (or 50,000kg if they are expected to fly at above nap-of-earth altitude). These two were left over from a larger batch sold on Earth and were added to a large shipment of agricultural machines being sent to Tirane for auction.

Type: Wing-in-ground-effect transport
Crew: Pilot, copilot, engineer, cargomaster
Weight: 40,000kg
Armor: All faces: 2
Evasion: 11
Sensor Range: 300km
Signature: +7
Cargo: 50,000/250,000kg
Max Speed: 600 kph
Cruising Speed: 300 kph
Combat Movement: 800m
Endurance: 0.2 hr
Price: MLv3.0 (new)

AKO has arranged a line of credit with a local bank for up to MLv2 (for both ships, sold as one lot). But the group is entreated to keep the price as close to MLv1.5 as possible. As an incentive, characters who make a good bargain will receive 1% of the difference. In addition, a line to MLv1.9 has been established to cover transshipment, temporary warehousing, and other expenses. If these expenses are kept below MLv1.5, the lump sum bonus is Lv5000; if MLv 1.5-1.7, the bonus is Lv2000. The third bonus is for promptness. Depending on when the wingships reach Botany Bay, the team as a whole may receive either Lv4000 or Lv2000. Finally, a small purse of Lv1000 is provided for living expenses. Any left unspent the characters can keep.

DAY ONE: ARRIVAL

The auction takes place at the French colony of Provence Nouveau, under the auspices of a local import/export firm, Maurois et Abelard. The characters will arrive at Tirane (or be hired, if already based there) the day before the auction, and the wingships will be available for inspection. The group can hire a local expert for Lv400 or attempt it themselves.

Task: To check wingships: Routine. Electronic. 1 hour.

The characters must present their credentials to take over authority for AKO's credit lines at the Tirane Branch of the Colonial Investment Bank SA (CDIB).

The man they have to speak to is the deputy manager, Andre Segard. If the group looks smart and knows the form, they will be able to speak to him straightaway. If not they may have trouble convincing his over-protective secretary of their bonafides.

Task: To convince secretary: Routine. Determination or Eloquence. 5 minutes.

Task: To complete authority (Teamwork): Formidable. Determination or Bureaucracy. 30 minutes. *Referee*: Add 1 to the roll for every character above one trying to bully, persuade, and help Segard.

If the PCs have not succeeded by the time the bank closes, they must return the next day. The auction opens at 10:30am, the bank opens at 9:30am and the trip from one to the other takes 22-32 minutes (20 + 2D6) by metro (cost Lv1), 11-26 minutes (8 + 3D6) by taxi (cost Lv10). The PCs may have to choose: hope they succeed first thing in the morning, split into two groups, or return to complete the authorization later. But in the latter case they must provide a "nonreturnable deposit" of Lv1500 for the CDIB to underwrite their bid at the auction.

DAY TWO: THE AUCTION

Play the bidding for tension, starting with several interested buyers at the opening price of MLv1, falling away as the price rises. By MLv1.6 the party is bidding against just one other group, a trio of uniformed men sitting at the back. They will drop out after MLv1.9.

Observant characters may note several things about the opposition:

Task: To make observations about the trio (Unskilled) (Hazardous) (Uncertain): Difficult. 3 minutes.

For every success, impart one of the following bits of information: The uniforms were military, but not French; the uniforms were not from any major army on the planet; the three looked extremely annoyed at the characters; they spoke English; all three wore pistols under their tunics. For mishaps the referee may choose to insert misinformation.

As soon as the lot is sold to the characters, the three stalk out. If followed, they take a metro to a cheapish quarter and go into a small hotel.

Task: To tail the three (Hazardous): Routine. Stealth. 2 minutes. *Referee:* All characters involved in the tail must make two checks — once for the metro trip, once for the walk to the hotel. A failure on the first roll means the quarry is lost, on the second that the characters are spotted. If the officers realize they are being followed, they detour via a crowded department store and shake off pursuit.

Questioning other patrons at the auction may be more fruitful:

Task: To gather information (Unskilled): Routine. Interview. 2 minutes

The trio was from a predominantly British mercenary unit, the Black Angels. A quick check through past news broadcasts (a service costing just Lv10 from a library or public information booth) will reveal that they are a tank regiment, with a doubtful reputation, based at New Albion.

Andre Segard

Segard is well-intentioned and intelligent, but over-concerned with the niceties of observing the exact letter of the law. Mild and unassuming, he is nevertheless relentless in his quest for the "proper" thing to do.

Motivation: *Heart King:* scrupulously honest; *Heart 2:* helpful and friendly.

Play Segard in part for laughs, stumbling over exactly how to address the group, offering them tea, finding his dispenser has packed up and so on. Keep an eye on the clock and remember CDIB closes for business at 4:30pm. The actual transfer requires a lot of paperwork, and Segard's finickiness only slows things down. After an hour of bumbling, data-inputting, incoming phone calls and lengthy detours to legal and procedural databases, the end may begin to come into sight.

Helene Portmanteau

It's been a bad day. The alarm went off late, the car broke down on the way, and, let's face it, she's stuck in a dead-end job despite a good education and a lot of talent. Who wants to be helpful? **Motivation:** *Club Queen:* stubborn; *Spade Jack:* pompous and arrogant.

Play her as obnoxiously as possible. The characters need her to bend the rules and she feels in the mood to be rigid. If they are especially diplomatic, the characters may be able to persuade her or bribe her. Any offer of less than Lv1000 will automatically fail.

Task: To persuade Portmanteau: Formidable. Bureaucracy or Eloquence. 5 minutes.

Task: To bribe Portmanteau: (Hazardous): Difficult. 2 minutes. *Referee:* Failure means that the bribe is rejected, mishap that the money is taken first, a major mishap that Portmanteau may call the gendarmes.

If the police are called, the characters should be able to talk their way out since there is really no evidence.

Task: To talk their way out: Simple. Eloquence or Streetwise. 5 minutes.

Failing this task will lead to the players spending the rest of the day hanging around the local gendarme station before being thrown out into the streets.

STABLES

Once the auction is over, Mss. Maurois and Abelard will present the characters with hard copy deeds and documentation for the wingships, made out to AKO. Final confirmation of the credit transfer, export registration, and the arranging of shipment to Botany Bay will take a few days and the characters and wingships are obliged to stay on planet for that time.

Storage of the wingships immediately becomes the characters' responsiblity. The usual practice is to rent a "transit park", a fenced-off lot in the warehouse quarter near the spaceport. A park must be hired and moving arrangements made with a local helicopter-crane operator.

Task: To find a transit park: Simple. Bargaining. 30 min. *Referee:* Basic price is Lv1,000 per day, less Lv25 per point the roll exceeds the necessary score.

Task: To hire a helo-crane: Simple. Bargaining. 30 min. *Referee:* as above, with cost Lv1000 less Lv20 per point.

Should the characters be unable to hire both in four hours, business closes for the day. Maurois et Abelard will charge Lv5000 for the night's warehousing. In addition, transit parks are unguarded. If the characters want to avoid doing their own guard duty, they must hire that service separately for Lv1000 per day.

Task: To hire a security firm: Simple. Bargaining. 30 min. *Referee:* As in park.

Alternatively, characters with a police background may try to get the local gendarmerie to keep a closer eye on the park.

Task: To call on local police: (Hazardous): Difficult. Streetwise or Bureaucracy. 15 minutes. *Referee:* Add 1 to roll per turning point passed while a policeman. Increase the difficulty by one level if not French. A failure may reflect hostility at the attempt to win preferential treatment.

BUYING THE TICKET

The next task is to arrange transshipment. This is not all that straightforward given the complexities of freight handling, but there are two main options. To engage a professional transshipment consultant is expensive (flat fee Lv1000) and most will not touch such a one-time job:

Task: To engage a consultant (Unskilled): Formidable, Bureaucracy. 30 min.

On the first failure a sympathetic secretary will advise them to use the public freight services database instead. The database can be accessed through any telephone or public information booth for Lv20. A task roll is needed to get the best out of the system:

Task: To find freight service (Unskilled): Simple. Info Gathering. 5 min.

There are three options, on the ships *Yankee Venturer*, *Verniy Torgovets*, and *Madame Rosalie*, though if the task is failed the characters only come up with the first. A consultant will present the characters with all three options. The characters must arrange for the wingships to be lifted into orbit in any case. This will cost Lv160,000 for transport by scramjet.

THE *YANKEE VENTURER*

The *Yankee Venturer* is an American bulk freighter heading back to the Arm. It charges MLv1.5 and will reach Botany Bay in time for the characters to earn the full Lv4,000 bonus, but is due to depart on day five. The export paperwork will not be completed until the morning of day seven unless some way to oil the wheels is found. A visit to the starport customs will first of all have to get past the politely unhelpful reception:

Task: To get past reception: Routine. Eloquence or Determination. 30 min.

When successful (and they may badger away as long as they want), the characters will get to meet Helene Portmanteau. See sidebar.

THE *VERNIY TORGOVETS*

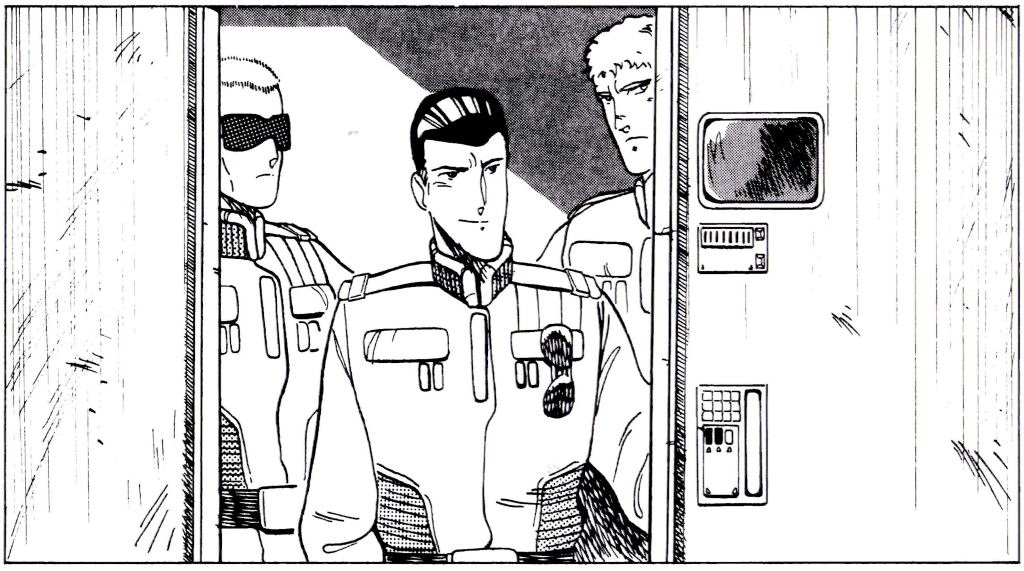
The next option is the *Verniy Torgovets* ("Trusty Merchant") from the Russian flag line *Cosmoflot*. It leaves on day seven and will reach Botany Bay soon enough to earn the reduced bonus of Lv2000 — but is fairly expensive since a surcharge will be levied for converting the cargo bay to carry items more delicate than the titanium ore it brought to Tirane. Astute characters may manage to haggle the price down from MLv1.7 to MLv1.6 by negotiating with the shipmaster, Captain Aleksandyr Solovyov.

The best approach is to fete the captain and his senior officers with genuine Russian vodka (price Lv20 per bottle) and stress the importance of developing Russo-Australian trade:

Task: To negotiate a cheaper rate (Unskilled): Difficult. Determination. 20 min. *Referee*: Reduce difficulty level by one if one of the characters speaks Russian or if they bring more than four bottles of vodka to the meeting.

THE *MADAME ROSALIE*

The final option is the French itinerant freighter, *Madam Rosalie*. Slow and relatively cheap (MLv1.4 for the 368 LY haul), it will get the wingships to Botany Bay, but without earning the characters any bonus. It leaves on day ten.



Captain Aleksandyr Solovyov
The captain is an experienced spaceman granted considerable autonomy as long as his vessel makes a profit. As a result he sees his ship as his own personal domain, with a jovially paternalistic attitude to his crew and a shrewd concern for its economic and moral well-being. **Motivation:** *Heart Queen:* he is devoted to his ship and crew; *Club 3:* he is money-conscious.

Major William Denham
Ruthless, arrogant, and efficient, Major Denham is the chief fixer of the Black Angels, granted responsiblity for hunting down new work, acquiring useful equipment and sometimes a little intelligence work **Motivation:** *Spade Queen:* ruthless, stopping at nothing; *Club Queen:* stubborn.

DAY THREE: A VISITATION OF ANGELS

Once the wingships have been transit parked, the characters receive a visit from the trio from the auction. The leader introduces himself as "a senior officer from a respected mercenary unit". He says he has just spoken to their bankers and is in a position to buy the wingships for the full price paid, plus "more than a little something thrown in to sweeten the pot". The truth, that the characters are but agents, without the authority to sell, is treated as just a bargaining ploy. The mercenary refuses to be specific about why he wants these particular wingships, and when it becomes clear no deal is in the offing, withdraws sourly, muttering "we'll see about that" and similar veiled warnings.

THE BOX

At this point the players may be wondering what is so important about the wingships. After all, a simple check through the database of upcoming auctions (cost: Lv5) will reveal a similar shipment in only six weeks' time:

Task: To check database (unskilled): Simple. Computer, 5 minutes.

Clearly it has something to do with *these* wingships. A careful examination by a skilled tech will reveal that one has been incompletely "sanitized". The navigation system still includes a small "penetration aids" black box, a multi-band sensor jammer and spoofer designed to allow the wingship to sneak unnoticed through a radar screen. Though hardly top of the line, this kind of "penaid" hardware is not often available to mercenaries.

Task: To find black box (Uncertain): Routine. Electronics. 1 hour.

Task: To identify black box: Difficult. Electronics. 10 minutes.

Even if the black box is not identified, the characters will know it is some piece of sophisticated equipment not included on the bill of sale, which specifies systems included in the deal.

RUSSIANS AND WRITS

The characters are soon contacted by an official from the Russian embassy. If they are at a hotel, he phones; otherwise he visits the park. Maurois et Abelard gave him the addresses.

The official, Novikov, claims one of the wingships may have a faulty navigation computer and offers the services of a trained Russian technician. It will not take much to get Novikov to admit the presence of the penaid. He stresses his clear legal right to remove anything not listed on the bill of sale — such as a piece of military-standard intruder spoofware.

The professional approach would be to accept the justice of the Russian claim, in which case a Russian engineer calls later in the day and removes the box. Novikov demands absolute discretion, and offers a lump sum of Lv2000 for silence, though hard bargaining may inflate this:

Task: To inflate fee: Difficult. Determination or Eloquence. 5 minutes. *Referee:* Increase fee by Lv100 for every point the roll exceeds the necessary score.

Players may try to pull a fast one and cause themselves a lot of trouble in the pursuit of a few more livres. Tampering with the penaid will almost certainly trigger a destruction charge, damaging the craft and incurring the wrath of both the Russians and the AKO.

Task: To remove the penaid safely (Hazardous): Impossible. Electronics. 1 hour. *Referee:* a mishap indicates the wingship is damaged, a serious mishap also exposes the character to an explosion (EP=2). If a mishap is rolled, the character has a chance to spot the fact that he or she is about to trigger the charge and hold back:

Task: To spot the trap: Routine. Electronic. Instant.

If they do extract it, they can probably get the Russians to pay out Lv3000 for it and silence, but other options are limited. Intelligence services will be uninterested in such a last-generation system and though the mercenaries will pay well (Lv10,000-15,000), if the players refuse to return the box to the Russians, embassy lawyers will plaster them with writs for theft, industrial espionage, violation of terms of trade, and anything else they can think of. The French authorities have no reason to alienate Russia and would impound the wingships and possibly the characters until some deal can be struck. At best, characters find themselves paying stiff legal costs and in poor graces with their employers.

Evgeni Nikolaevich Novikov

Novikov is a typical junior diplomat from the Russian Foreign Service: well-educated, able, and intensely aware that he needs an unblemished record to advance to the highest ranks. His approach is businesslike and firm, but he begins to look rattled if the characters give him a hard time.

Motivation: *Spade 7:* he seeks a position of responsibility; *Club 2:* he is not intimidated by the threat of violence.

DAY FOUR: AMBUSH AND KIDNAP

Whatever is arranged with the Russians, the Black Angels don't know about it and attempt a typically heavy-handed bid to get hold of the penaid, kidnaping one of the characters and demanding it as ransom. If the characters themselves are standing guard shifts over the wingships, the Black Angels attempt to snatch someone at the transit park. Otherwise they locate the PCs' hotel and make their move whenever they get an opportunity.

This can be handled in one of two ways. If you want to ensure a dramatic combat finish, make the snatch a *fait accompli*: just provide a reason why one of the characters (or, even better, a prized NPC) is alone, and describe the buzz of a stunner from a darkened doorway, and the screech of a groundcar as it speeds away around a corner. Then the others receive a phone call from Major Denham warning them that they had better get ready to hand over the black box, cutting off before they can reply.

Alternatively, you can play the snatch attempt, with the possibility that it will fail and the action sequence be brought to a finish.

SAVING THE DAY

If the snatch is successful, the characters must choose whether to contact the police or to handle things themselves. In the former case, success is certain but slow. A tipoff will alert the Black Angels after a few days of investigations and the victim will be left, unconscious but unharmed, on the outskirts of the city while they make their getaway.

But this may mean revealing the presence of the penaid and hence saying goodbye to the Russians' bonus. Besides, PCs may well be in a more macho mood — or desperately need the skills of the victim — and take matters into their own hands. The mercenaries are holed up in their hotel, which the players may already know. Otherwise, there are a number of ways they may trace them; here are just some examples. Although it is strictly unethical, Maurois et Abelard may provide the local address the Angels gave in registering for the auction:

Task: To persuade Abelard or Maurois: Difficult. Eloquence. 10 minutes.

If the characters are close by when the snatch is made, they may be able to follow the car at a discreet distance:

Task: To follow the car (Hazardous): Routine. Gound Vehicle. 3 minutes. *Referee:* A minor mishap means the Angels spot the pursuit and try an ambush, a major one indicates a pile-up.

Alternatively, they may wait for the next communication from the Angels and trace the call. Given that all phones are also computer interfaces on high-tech Tirane, this is a real possibility given time to set up the trace:

Task: To prepare a trace: Difficult. Computer or Security Systems. 1 hour.

The final, obvious possibility is to wait until an exchange is arranged and double-cross the Angels (or try to persuade them that the box is gone — fat chance!).

If the characters launch an attack on the hotel, they will readily see that it is a shady sort of place. The concierge will tip off the Angels unless bribed (at least Lv50) or threatened to silence.

Task: To bribe concierge (Uncertain): Routine. Streetwise. 1 minute.
Task: To threaten concierge (Uncertain): Routine. Determination. 1 minute.

In addition, a quick check of the hotel once the Angels' suite is located may reveal the tactical possibilities in a fire escape winding past their window:

Task: To spot route: Difficult. Tactics or Intelligence. 1 minute.

If the characters want to make a sudden entry through the Angel's door, they can either use the concierge's key, or kick the door down:

Task: To kick down door: Difficult. Strength. Instant.

They encounter the four mercenaries as described in the sidebar, also armed with one Wu-Beijing 49 hidden in their luggage.

AFTERMATH

After all these tribulations, the characters are finally able to get the wingships on their way and deserve whatever fee they have earned. They may also have won a repuation as able and reliable agents, and perhaps the enmity of the Black Angels.

If they took any payment in the form of AKO stock, they will have a good reason for continued interest in the consortium. This could be a useful hook for future adventures. They may, for example, be leaned on by a rival eager to acquire their shares as part of a hostile takeover. AKO may face a prolonged whispering campaign, and, lest their share certificates devalue to so much wallpaper, the characters may investigate the source of the smears. Anyway, the shares provide some way of anchoring the characters to their playing environment, to offset the usual tendency for characters to flit from adventure to adventure without putting down any sort of roots or developing long-standing associations outside the confines of a particular group or crew. •

To play out the kidnaping, arrange matters so that one character is apart from the rest, but not too far away — reinforcements (other characters, hired security guards, police) should arrive within a few minutes. Examples range from sending one person out for some fast food to grabbing the one patrolling the transit park in the rain while the others stay under shelter.

The snatch will be made by four Black Angels: one behind the wheel of a car, two with stun pistols, and Denham standing back with a Traylor 57 under his jacket. The Black Angels are a tank unit; its men aren't ideally suited for rough and tumble. Denham is elite, his men experienced NPCs.

If they cannot make their snatch quickly, they withdraw rather than get caught in a proper brawl, but may make another attempt. One note about the law in Provence Nouveau: although firearms certificates are easy to obtain for pistols and hunting weapons, the gendarmerie react with an extremely humorless attitude to those misusing such freedom.

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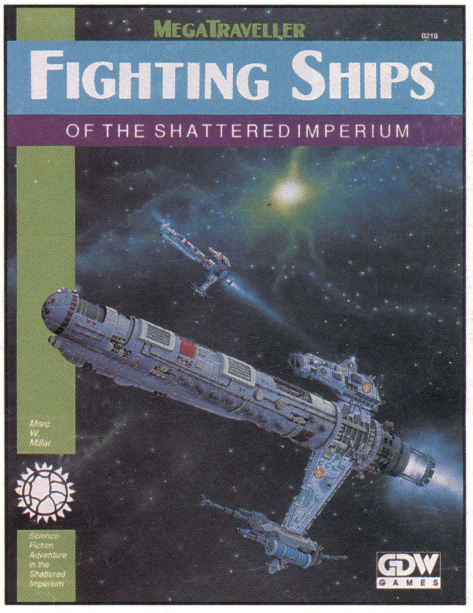

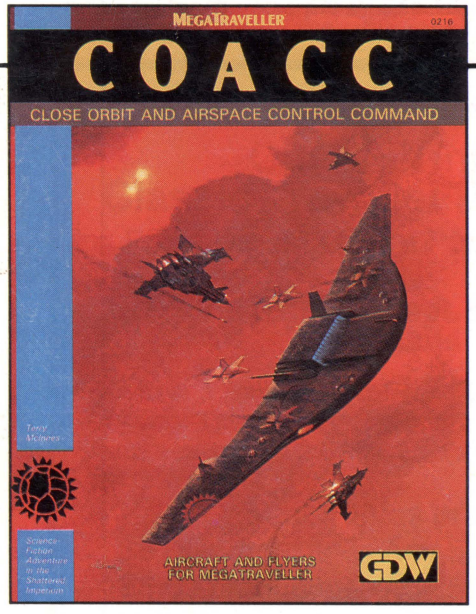

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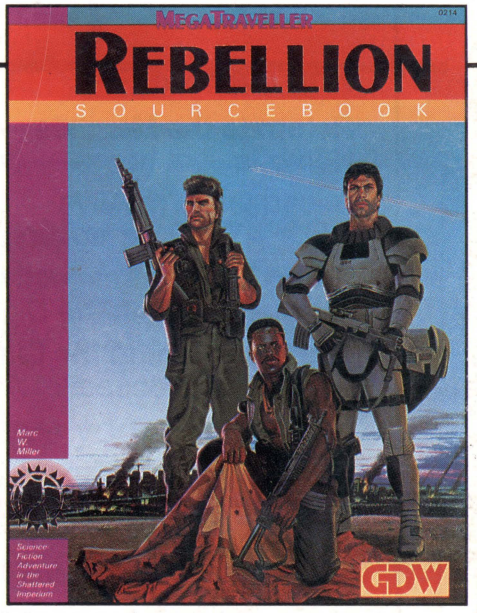

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